

FIG. 1

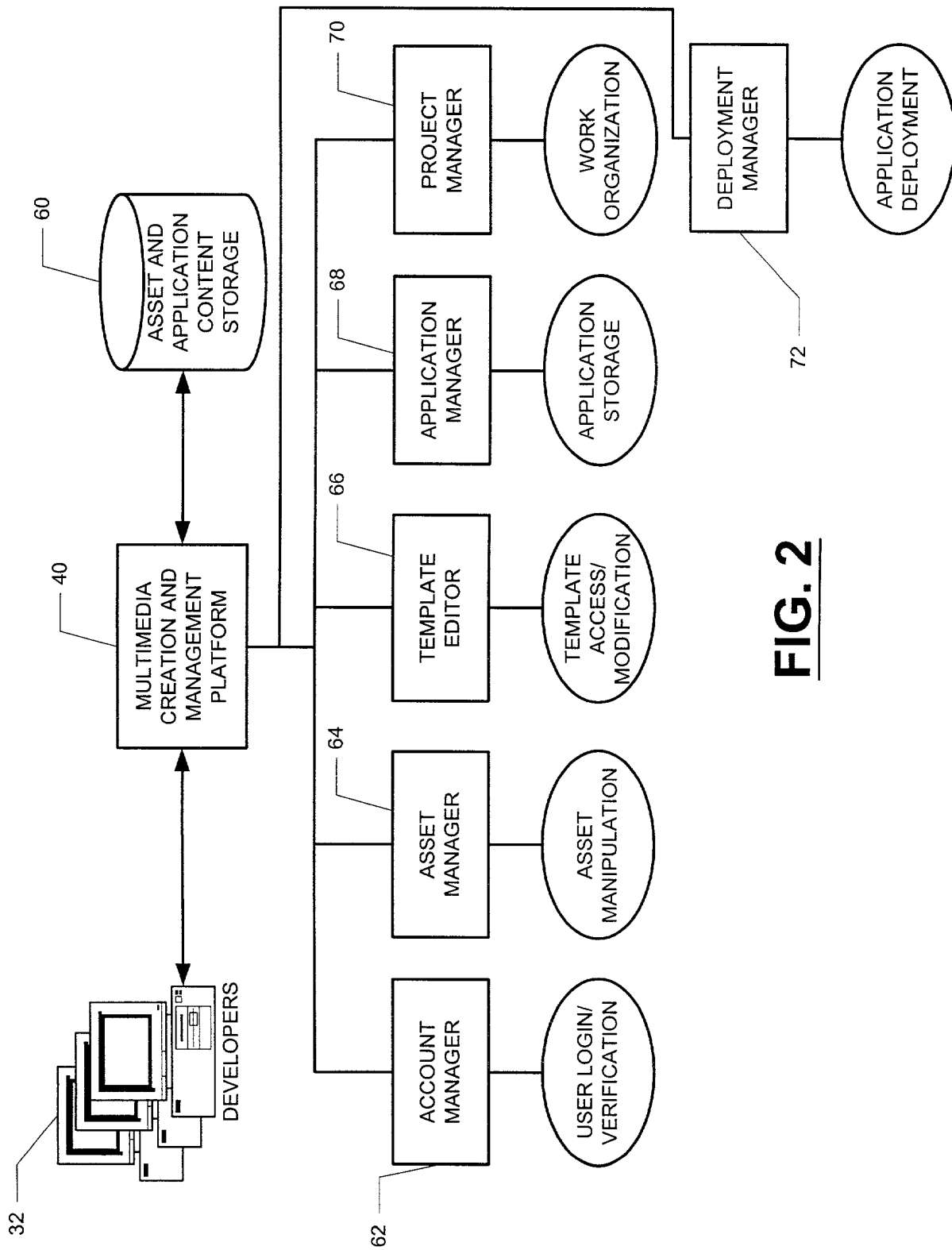


FIG. 2

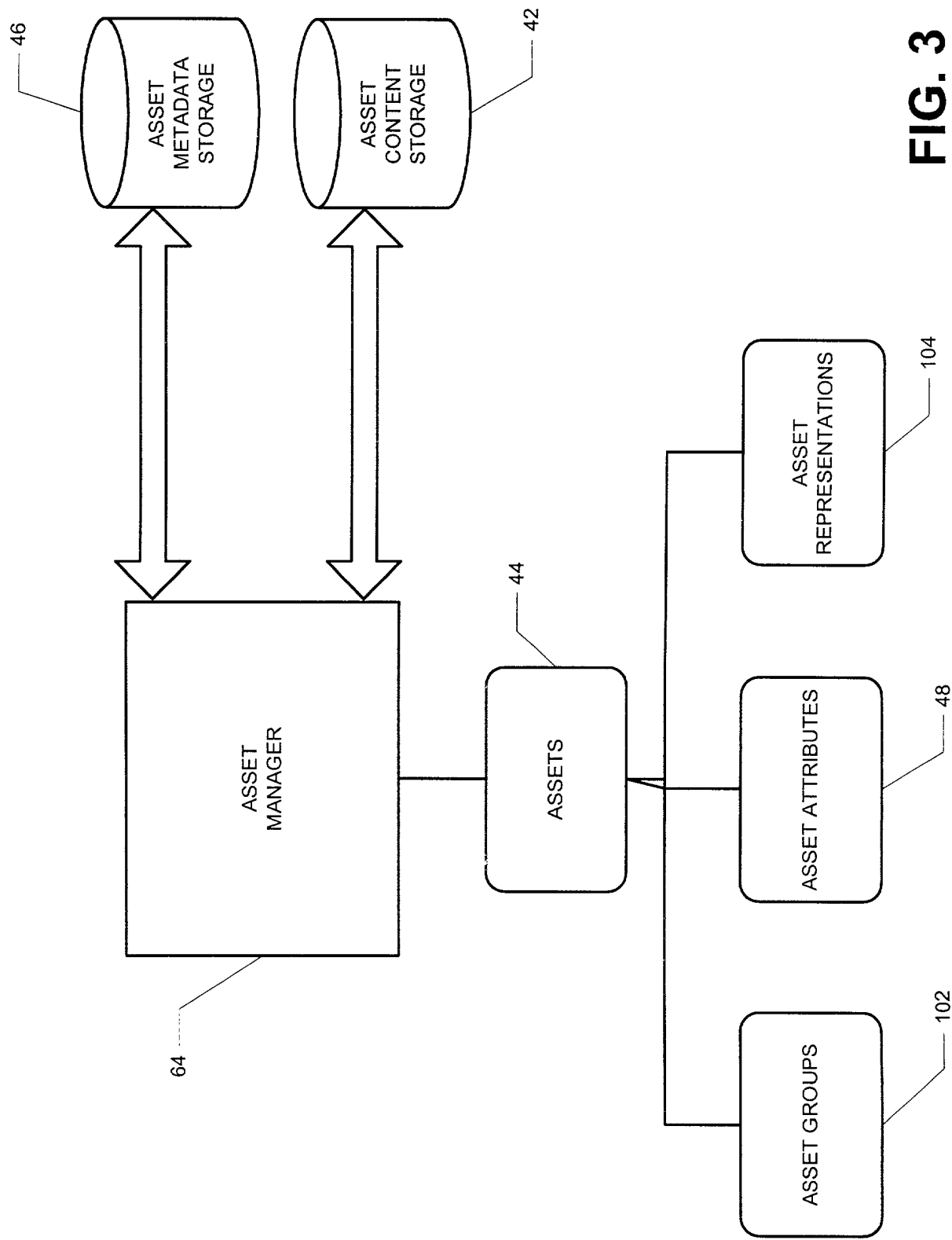


FIG. 3

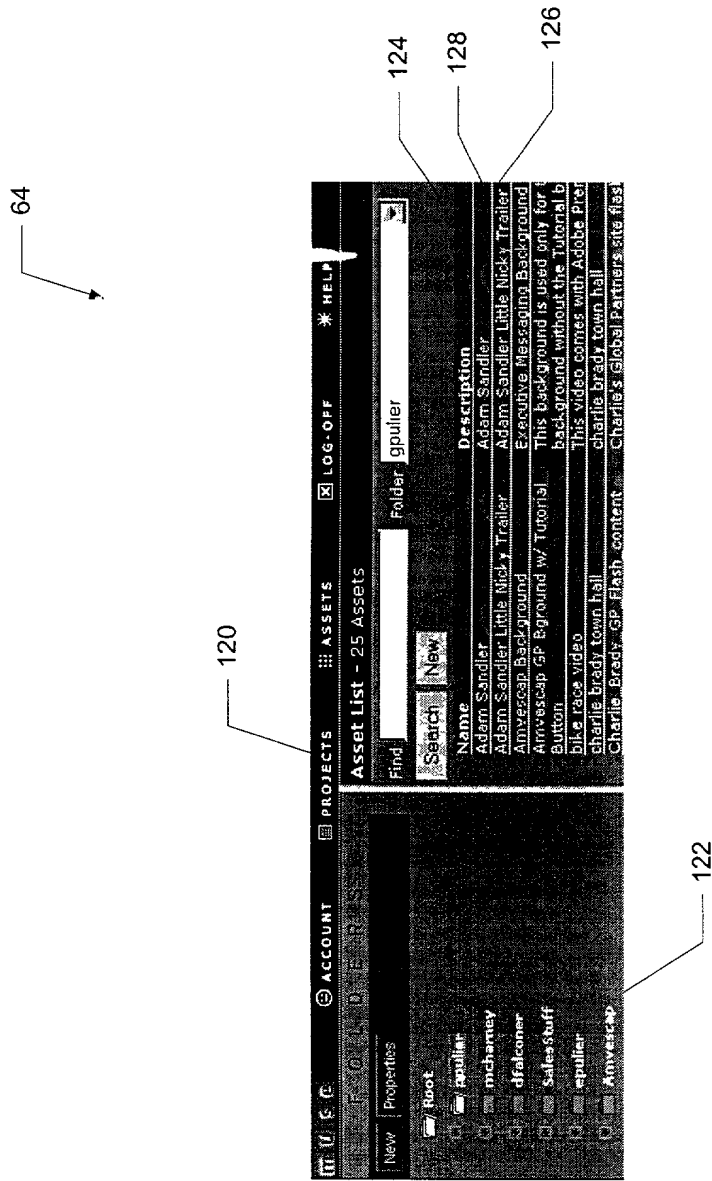


FIG. 4A

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Asset Editor

142

Asset Information			
Current Status	Approved		
New Status	<div><div></div><div>Notes</div></div>		
Folder	gpubler		
Asset Name	Adam Sandler		
URL	Unmanaged asset only		
Asset Type	Image		
Active Date	11/10/2000		
Expiration Date	12/31/2100		
Description	Adam Sandler		
Keywords			
Existing Representations			
Type Language	Bandwidth	File Type	Remove
URL (n/a)	(n/a)	Jpeg Image	<div><div></div><div>Preview</div></div>

144

FIG. 4B

64



Entity Editor

Entity Information

Entity Location /
Entity Name |doe

Current Users			
Name	Rights		Remove?
Law, Brett	<input checked="" type="checkbox"/> Read	<input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator
Puller, Greg	<input checked="" type="checkbox"/> Read	<input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator
Hannon, Vaughn	<input checked="" type="checkbox"/> Read	<input checked="" type="checkbox"/> Write	<input checked="" type="checkbox"/> Delete <input type="checkbox"/> Administrator

New Users

User ID	Rights		
	<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write	<input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write	<input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write	<input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write	<input type="checkbox"/> Delete <input type="checkbox"/> Administrator
	<input checked="" type="checkbox"/> Read	<input type="checkbox"/> Write	<input type="checkbox"/> Delete <input type="checkbox"/> Administrator

Save

New

Delete

160



FIG. 4C

64

Type Information	
Type Name	Music Video
Description	Music Video
Type	Video

New Fields
(Click Select to add field)

Select
Remove

Save New Delete

170

FIG. 4D

64

User Defined Field Editor

Field Name	Album
Description	Album Details
Type	Text
Max Size	100

Save New Delete

180

FIG. 4E

64

194

Existing Representations				
Type Language	Bandwidth	File Type	Preview	Remove
URL (n/a)	(n/a)	Jpeg Image		<input type="checkbox"/>

192

New Representations				
Type	Language	File		
Image	(n/a)			
Video	(n/a)			
Animation	(n/a)			
Small Thumbnail	(n/a)			
Large Thumbnail	(n/a)			
Original Asset	(n/a)			
Transcript	(n/a)			
Audio Clip	(n/a)			
Document	(n/a)			
Other	(n/a)			
URL	(n/a)			

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Asset History				
	User	Event	Notes	
1/16/2001 11:15:07	Pulier, Greg	Created		
	Pulier, Greg	Approved		

64

Save

New

Delete

FIG. 4F

Format	File Size	Description
BMP	Large	Also known as a <i>bitmap</i> , this is a generic graphics format used by Paintbrush and many other programs.
CGM	Small	Clip art pictures often come in Computer Graphics Metafile format
GIF	Small	Picture file format commonly used on the Internet.
JPG	Small	Digital photographs are usually saved as JPEG files. Because of its small size JPEG files are also commonly used on the Internet.
WMF	Small	Another file format used for clip art pictures
TIF	Large	A file format used by scanners, fax programs, and some drawing programs

FIG. 4G

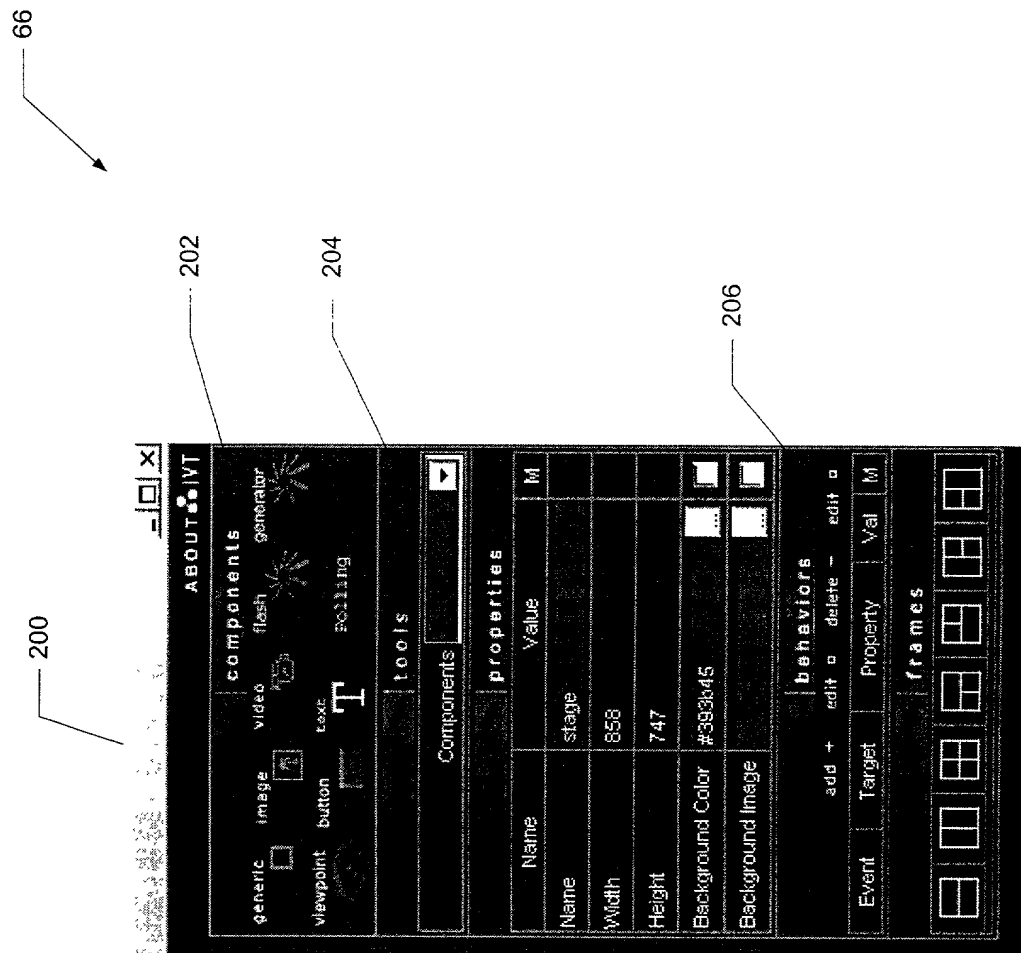


FIG. 5A

222

224

220

tools

Components Video 3

properties

Name	Value	M
Component Type	Video	
Label	Video 3	
Left	588	<input checked="" type="checkbox"/>
Top	107	<input checked="" type="checkbox"/>
Width	263	<input checked="" type="checkbox"/>
Height	263	<input checked="" type="checkbox"/>
Z Index	0	<input checked="" type="checkbox"/>
Visible	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
File Name		<input checked="" type="checkbox"/>
Auto Start	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Show Controls	<input type="checkbox"/>	<input type="checkbox"/>
Use MPH	<input type="checkbox"/>	<input type="checkbox"/>
Auto Size	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Expand To Fit	<input type="checkbox"/>	<input type="checkbox"/>
Volume		<input type="checkbox"/>
Controls	> <input type="checkbox"/>	

FIG. 5B

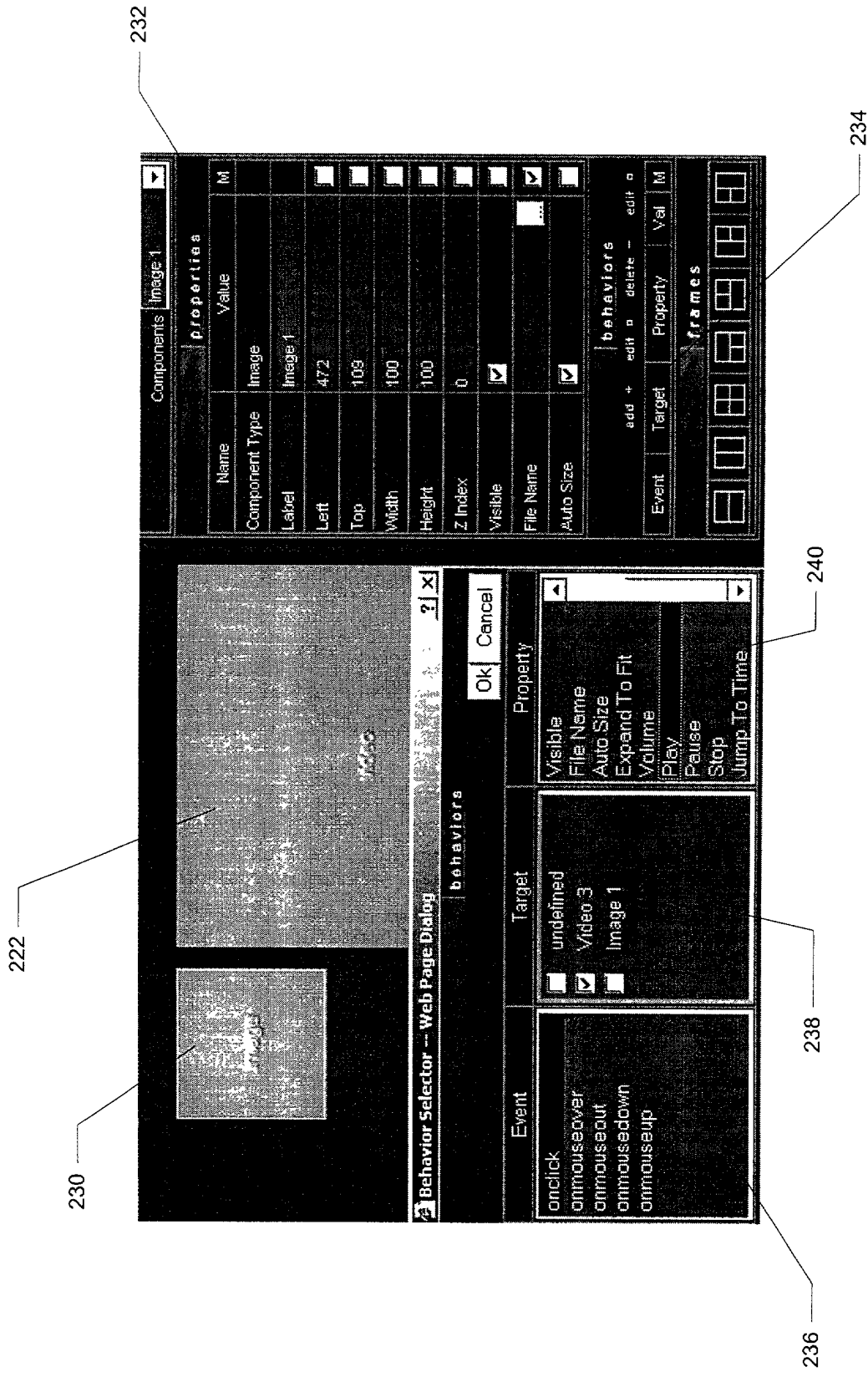


FIG. 5C

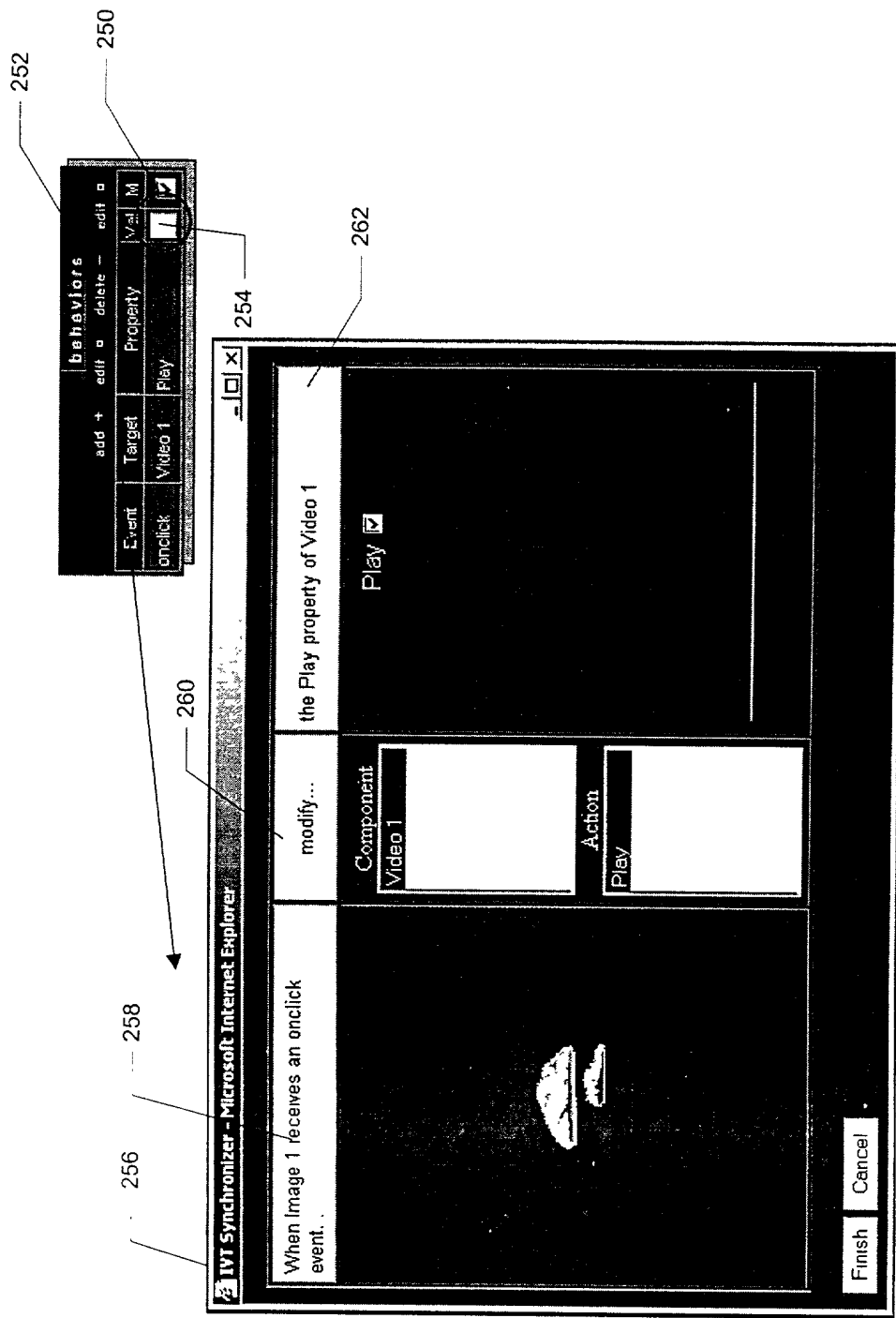


FIG. 5D

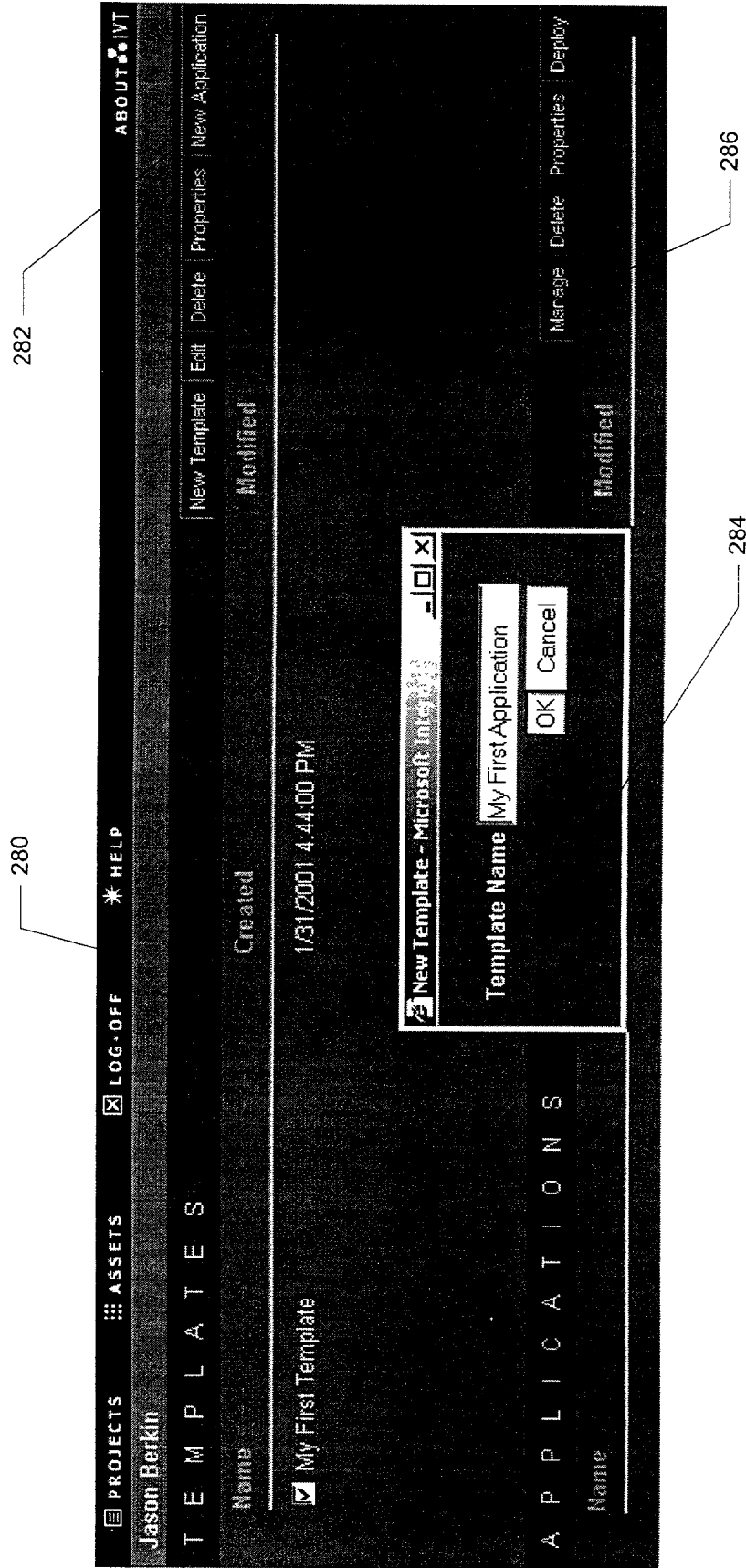


FIG. 6A

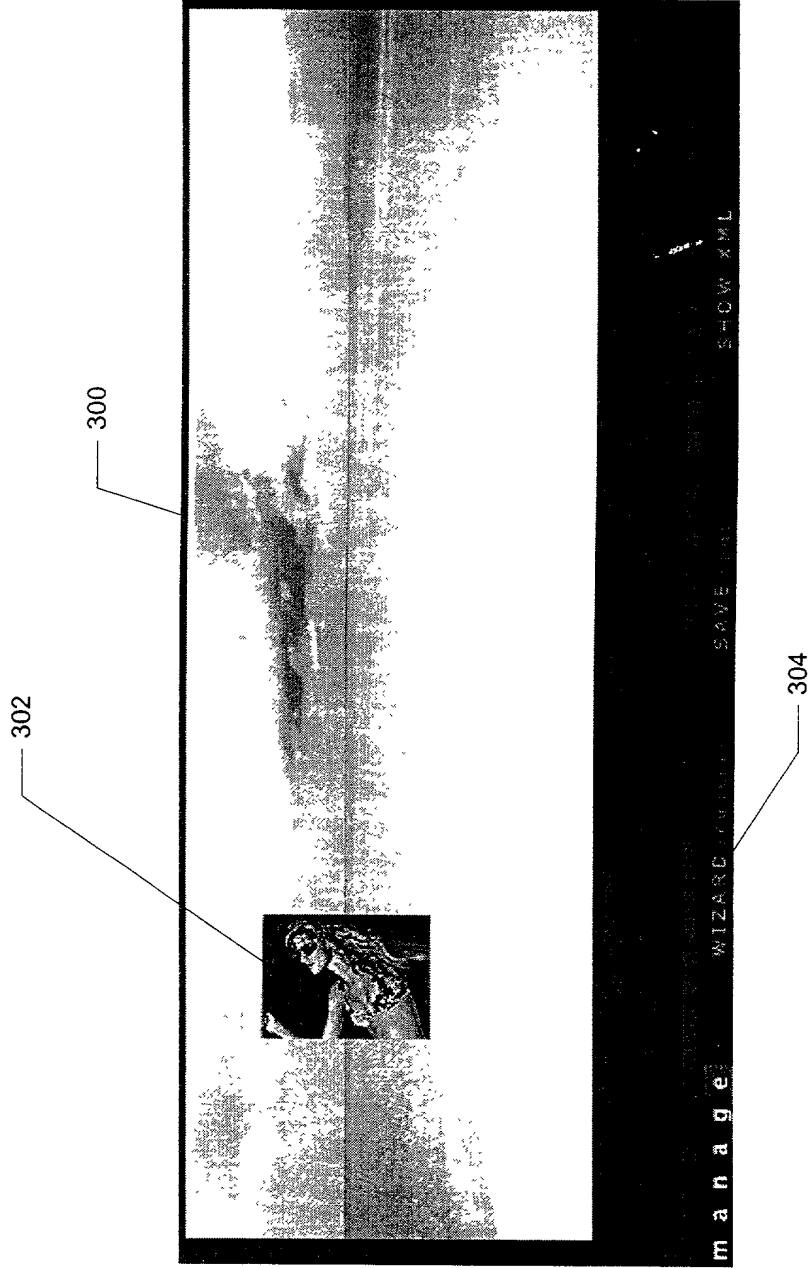


FIG. 6B

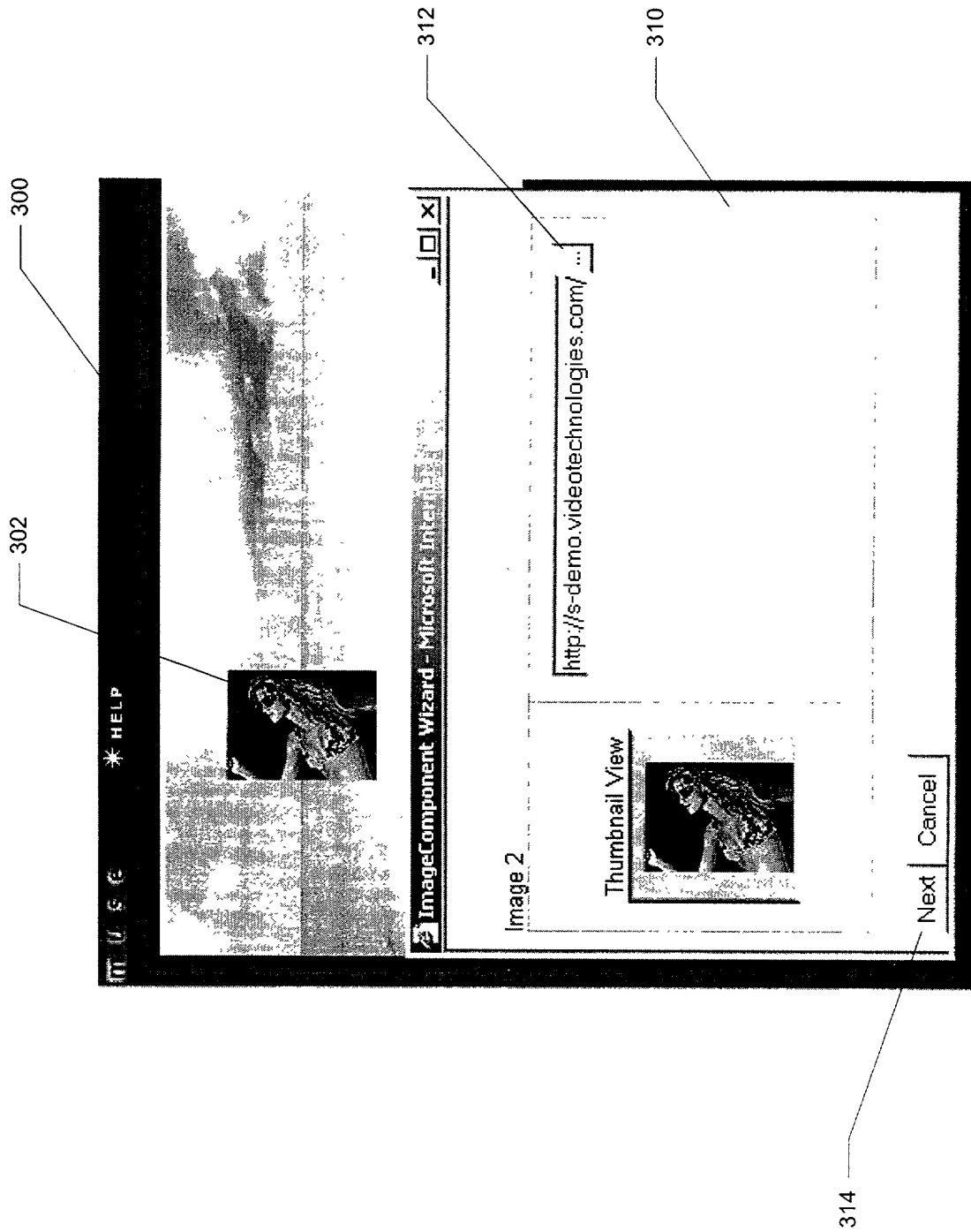


FIG. 6C

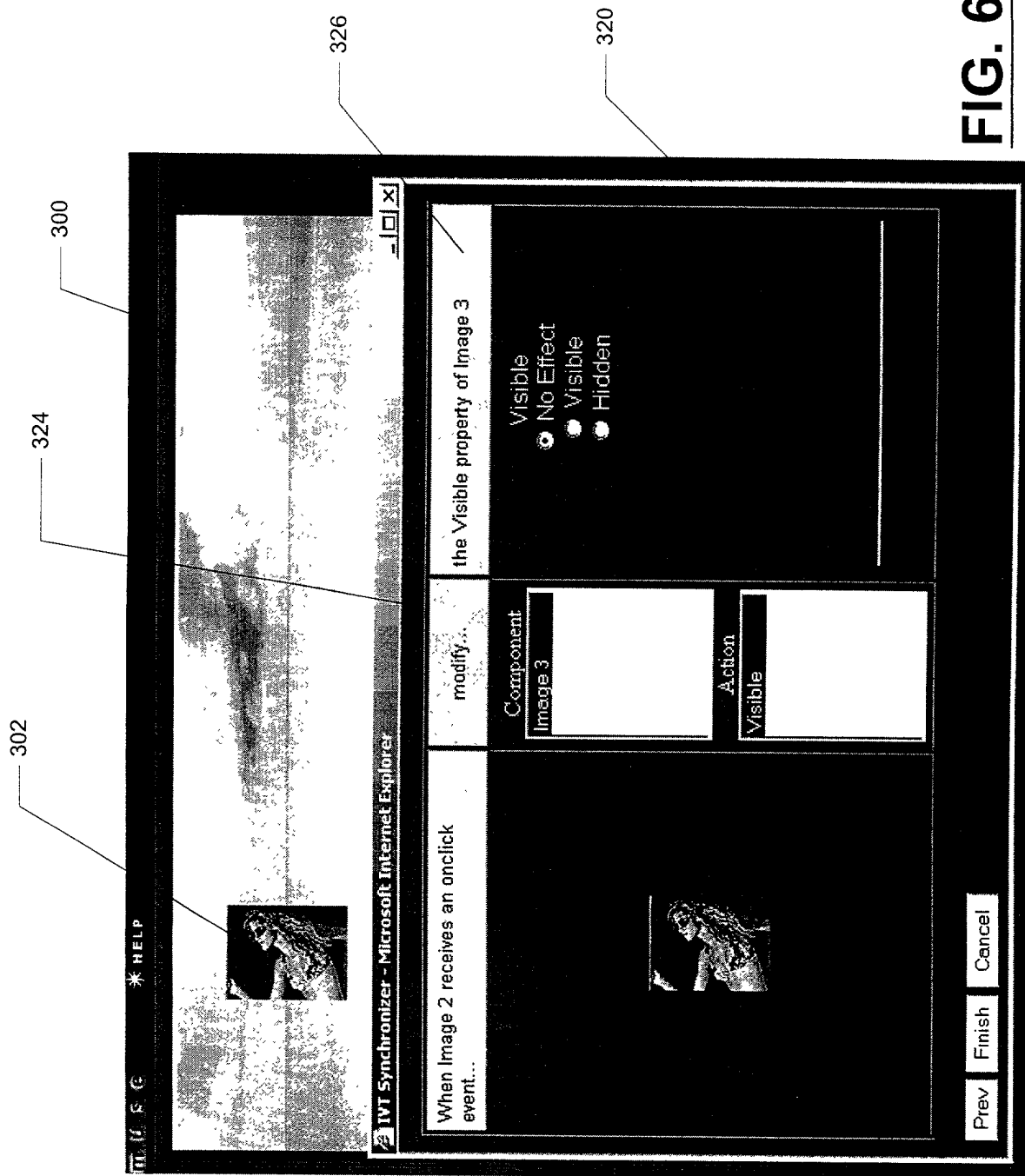


FIG. 6D

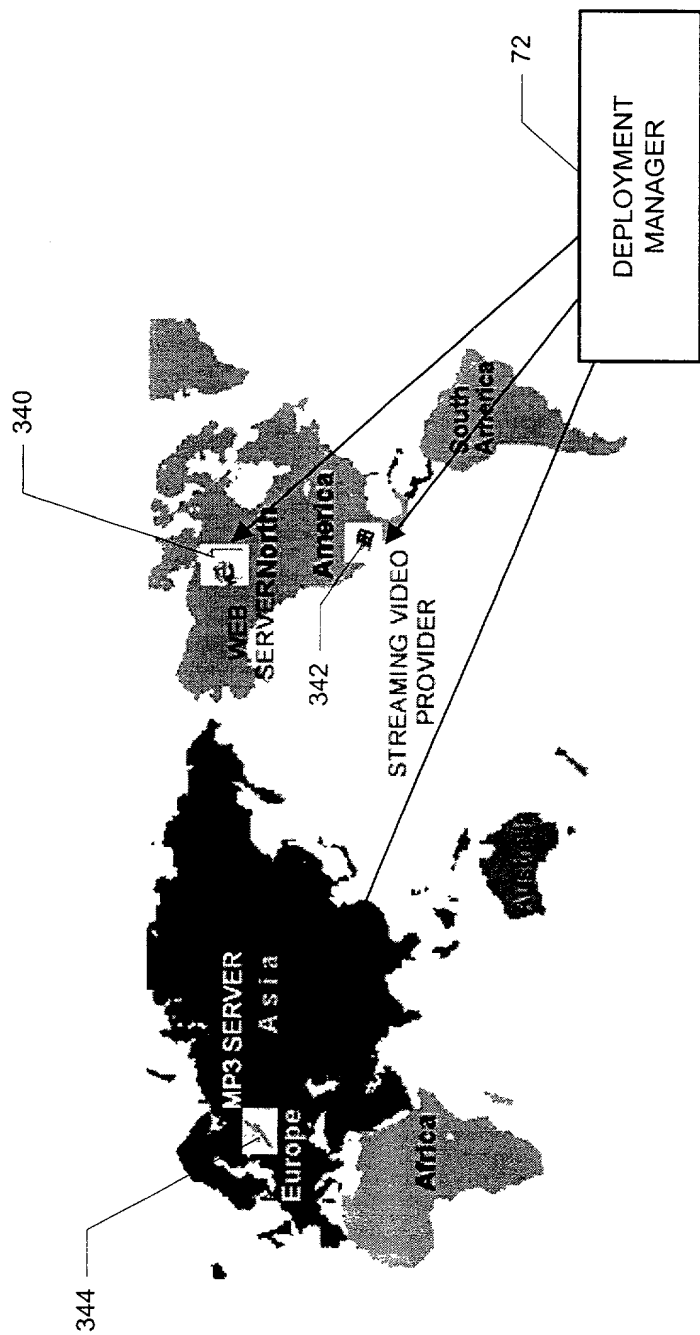


FIG. 7A

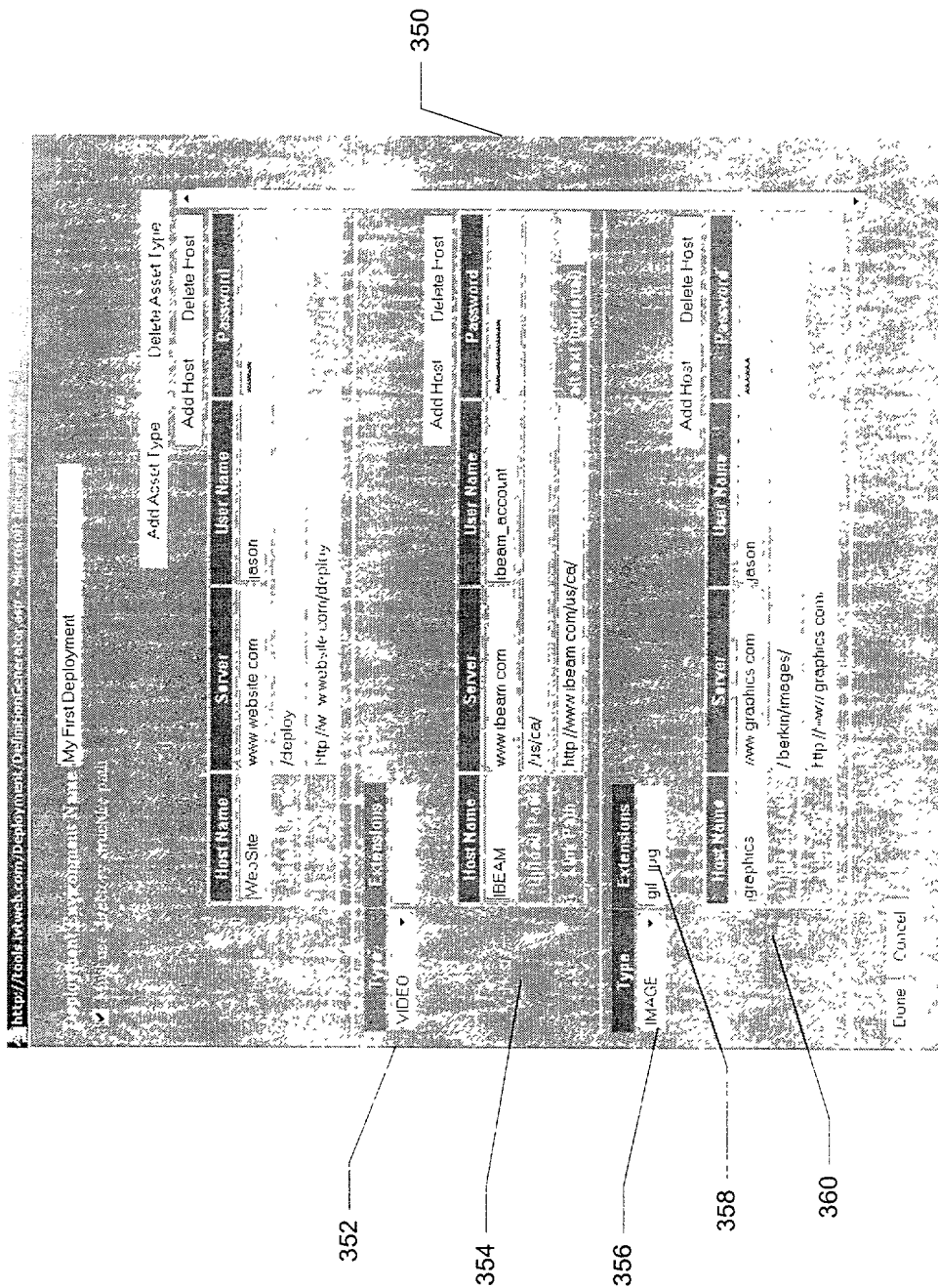


FIG. 7B

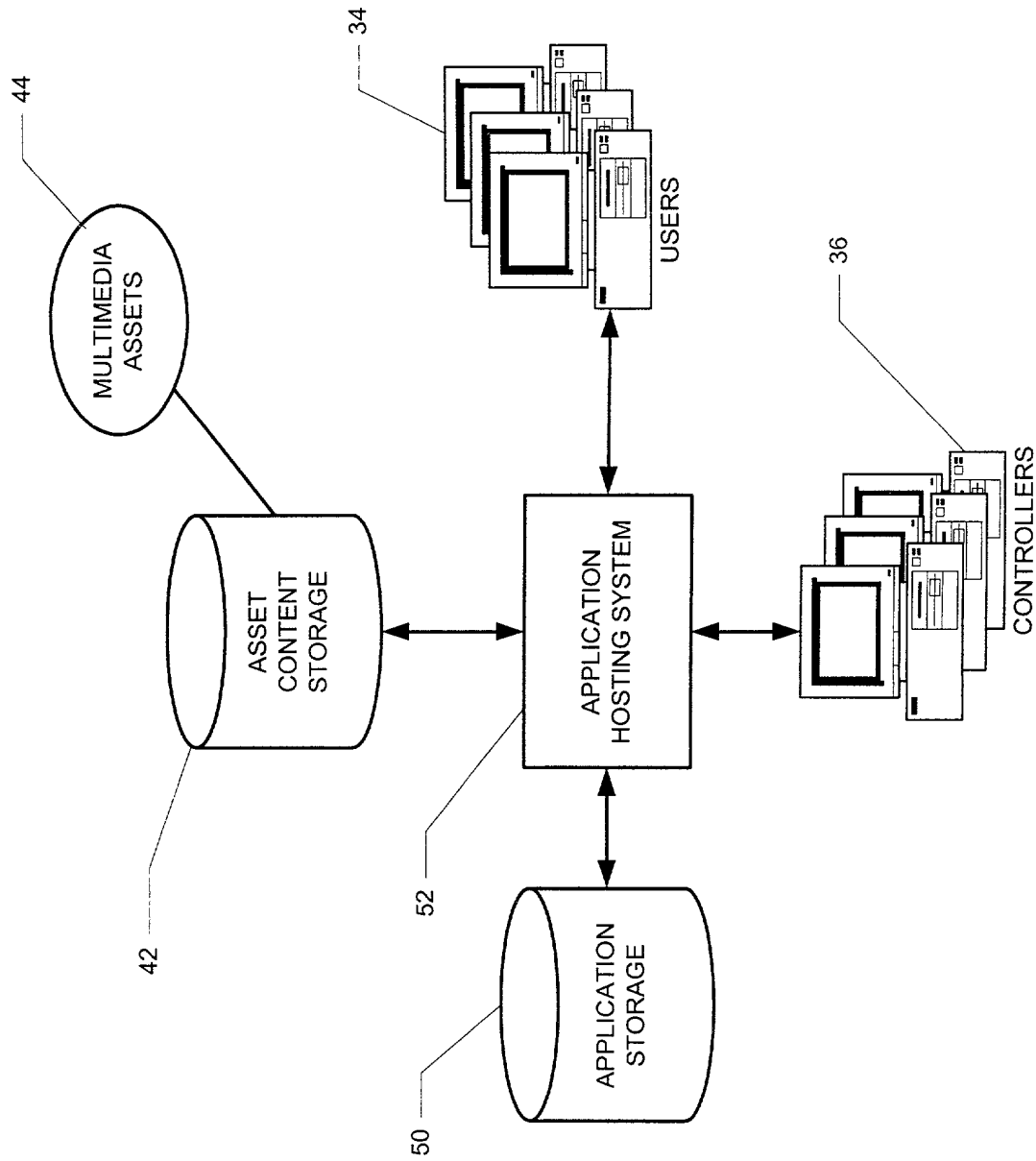


FIG. 8

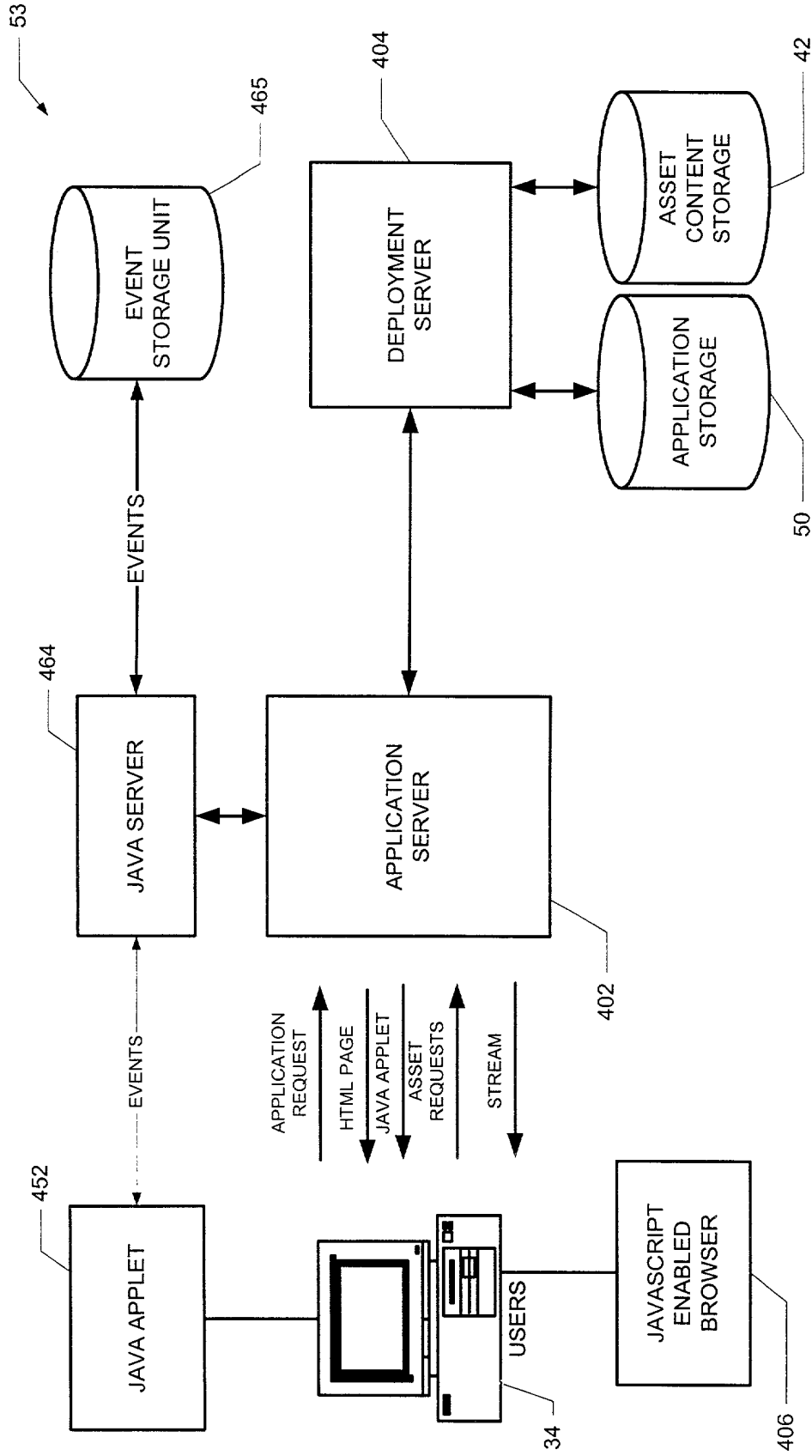
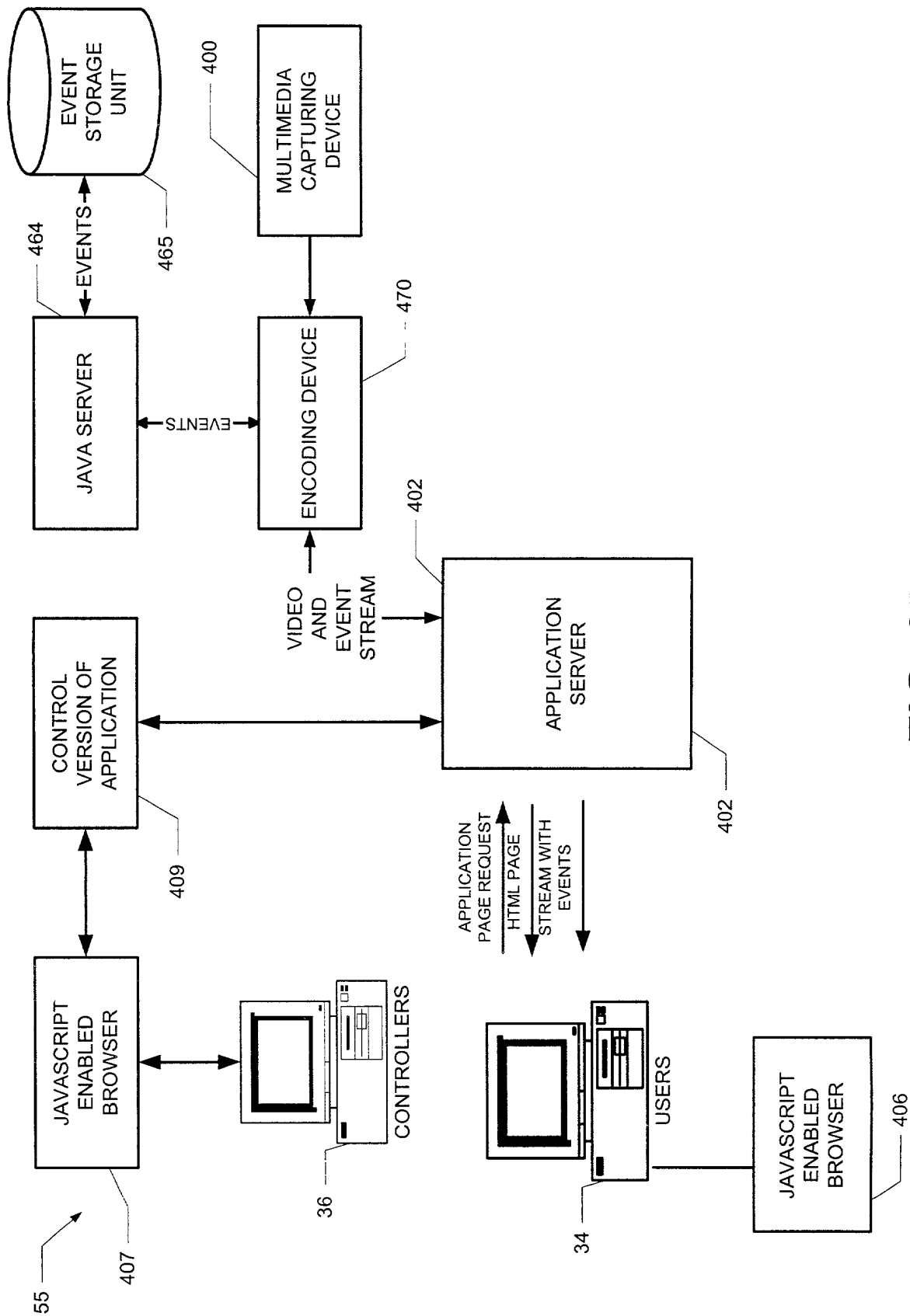


FIG. 9A



Event Handler:

- If currently stopped, exit now
- If currently paused, exit now
- Get current elapsed time and trigger ontimechange events as necessary
- If total time has elapsed
 - If auto repeat is on, set current time position back to beginning
 - Else stop time component now

Behaviors that can be fired on the time component:

Play:

- If we are already playing, do nothing
- If we were paused, $\text{baseTime} = \text{baseTime} + (\text{currentTime} - \text{pausedTime})$
- If we were stopped, send the onbegin event
- Set paused flag to false
- Set started flag to true
- If there was an onplay behavior, call it now

Pause:

- If we were already paused or not started, exit now
- Set $\text{pausedTime} = \text{currentTime}$
- Set paused flag to true
- If there was an onpause behavior, call it now

Stop:

- Set started flag to false
- Set paused flag to false
- Set base time to -1
- If there was an onstop behavior, call it now

JumpToTime:

- Set $\text{base time} = \text{Current Time} - \text{Jump To Time}$
- Call play function

FIG. 10

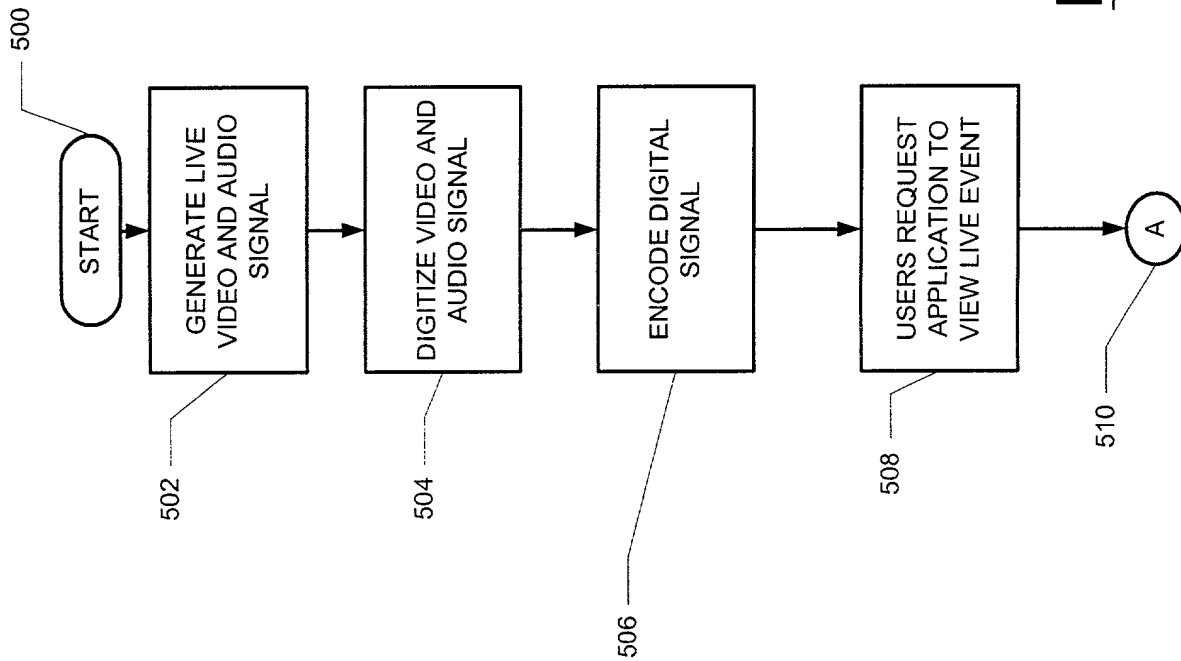


FIG. 11A

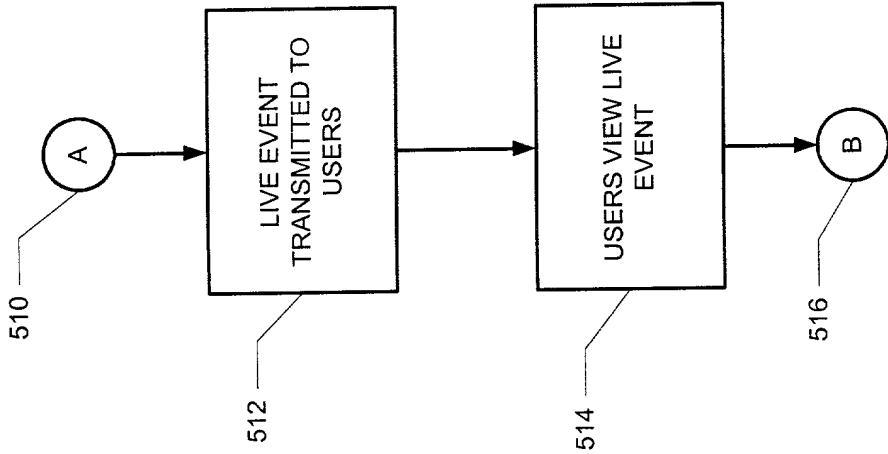


FIG. 11B

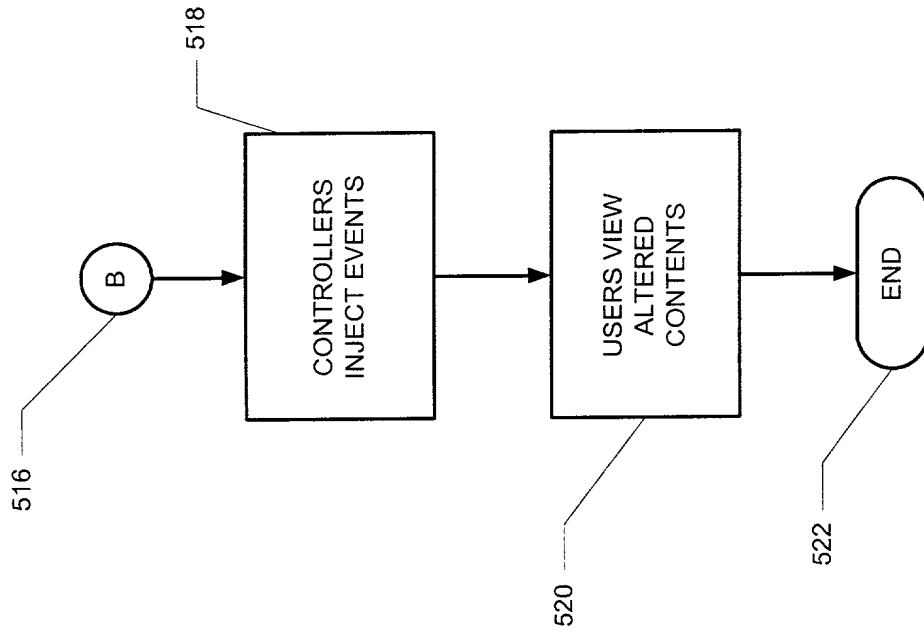


FIG. 11C

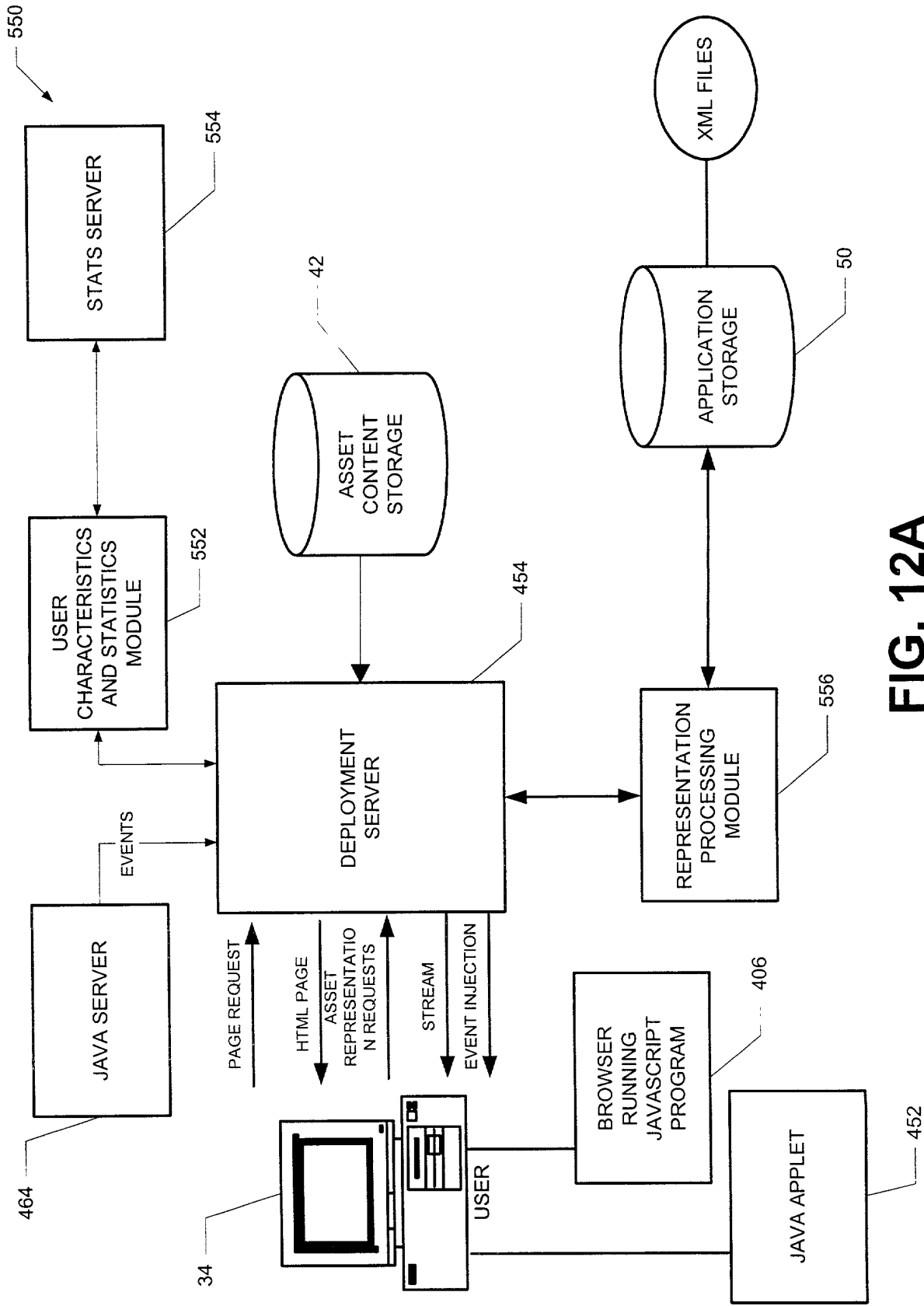


FIG. 12A

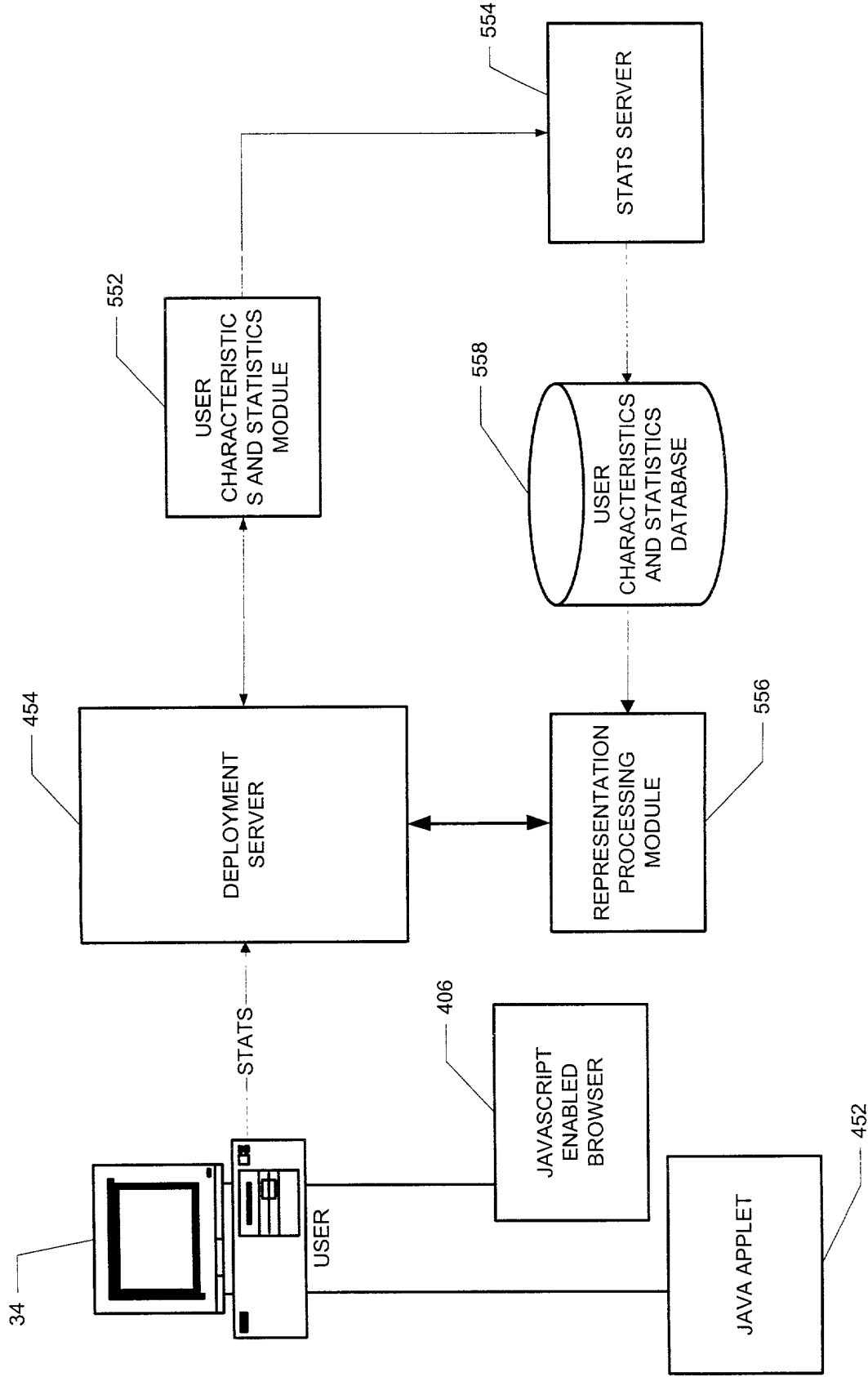


FIG. 12B

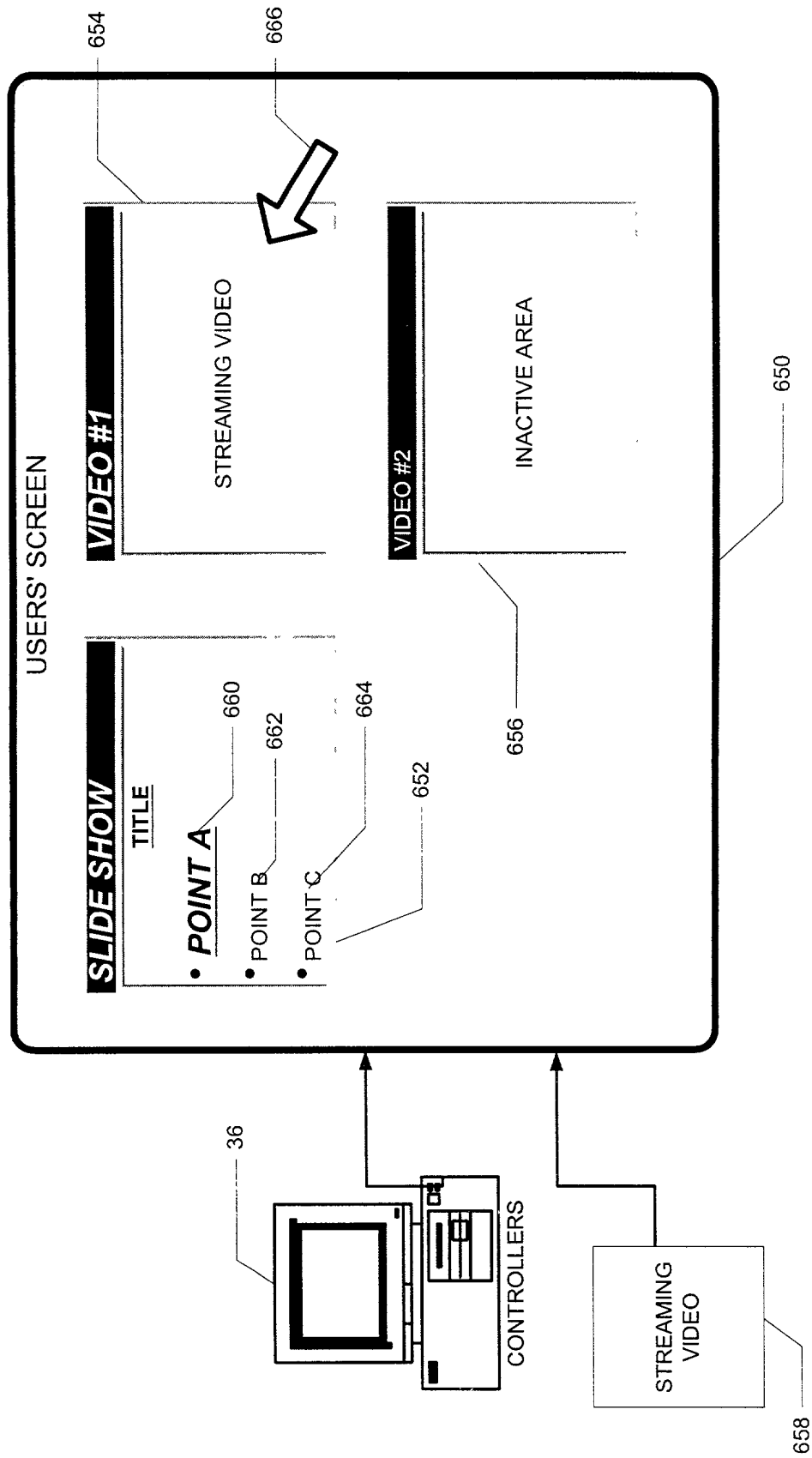


FIG. 13A

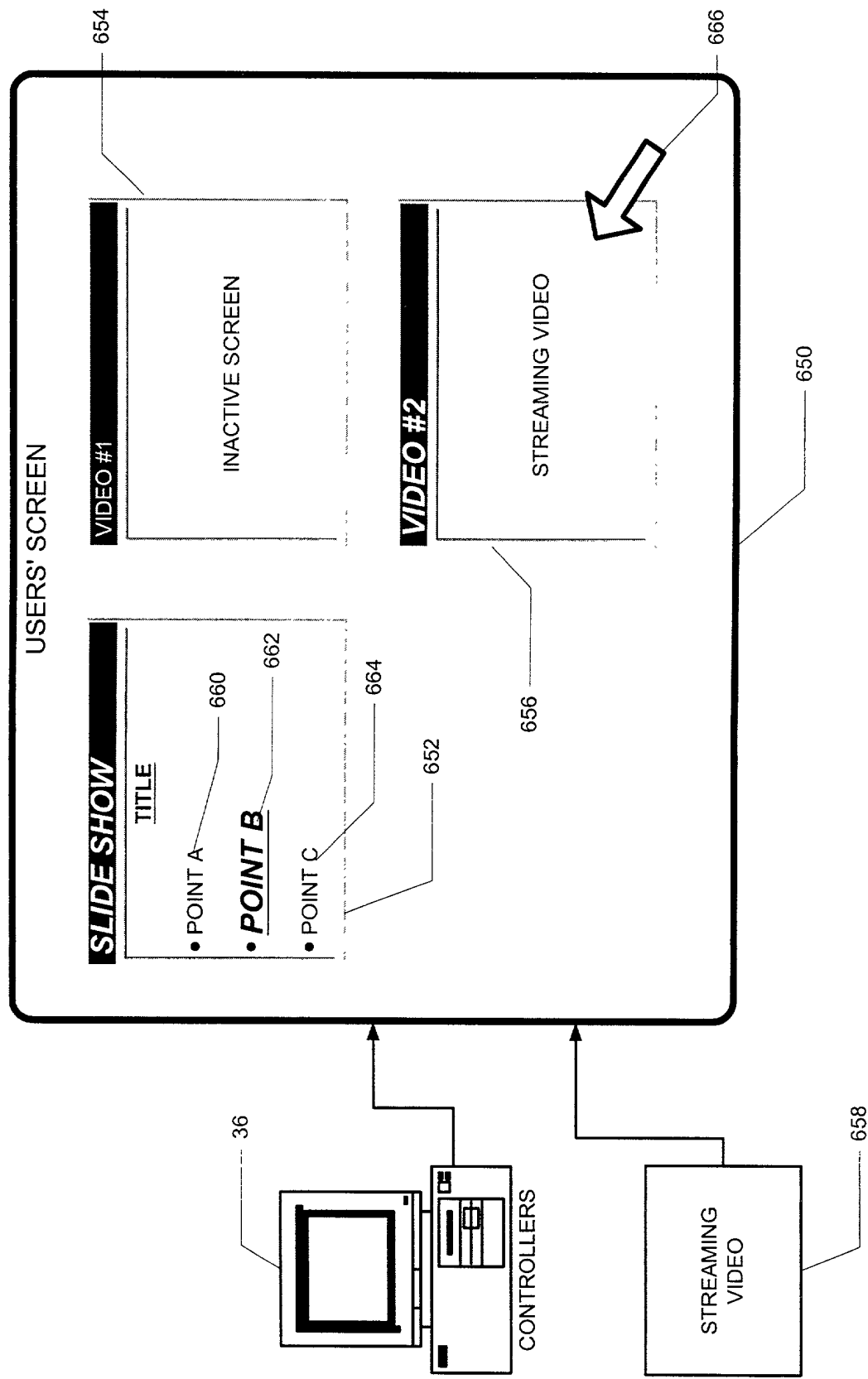


FIG. 13B

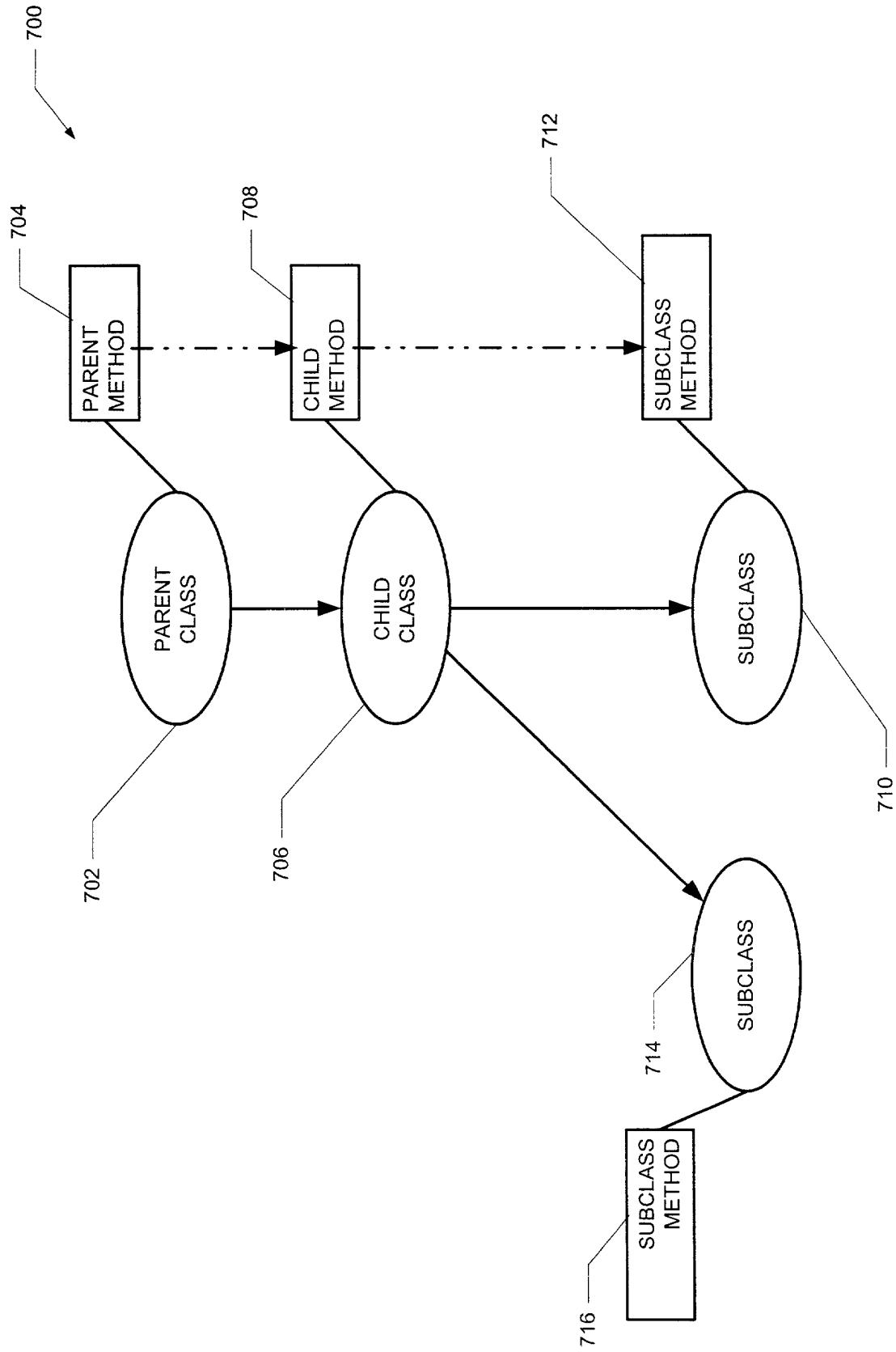


FIG. 14

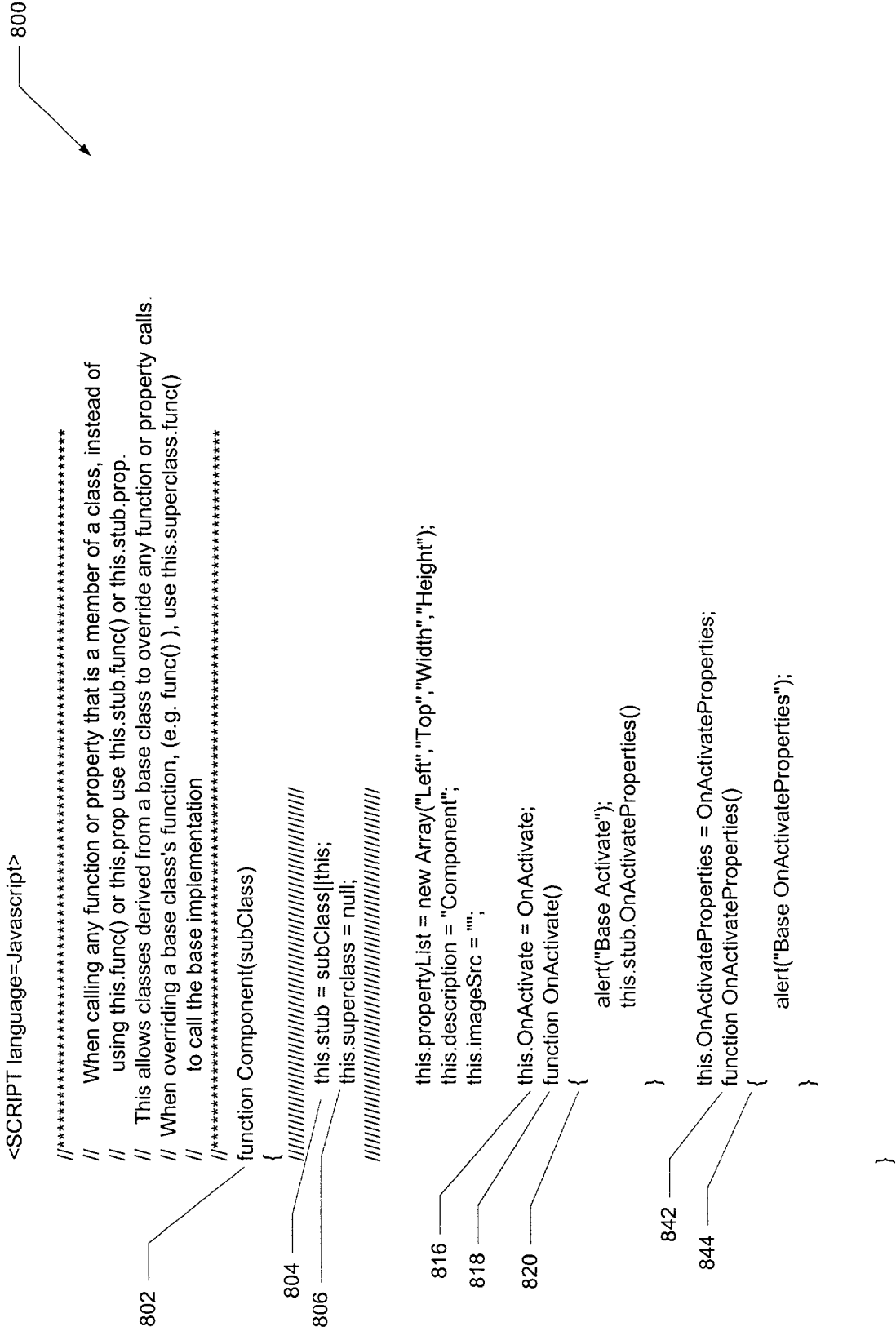


FIG. 15A

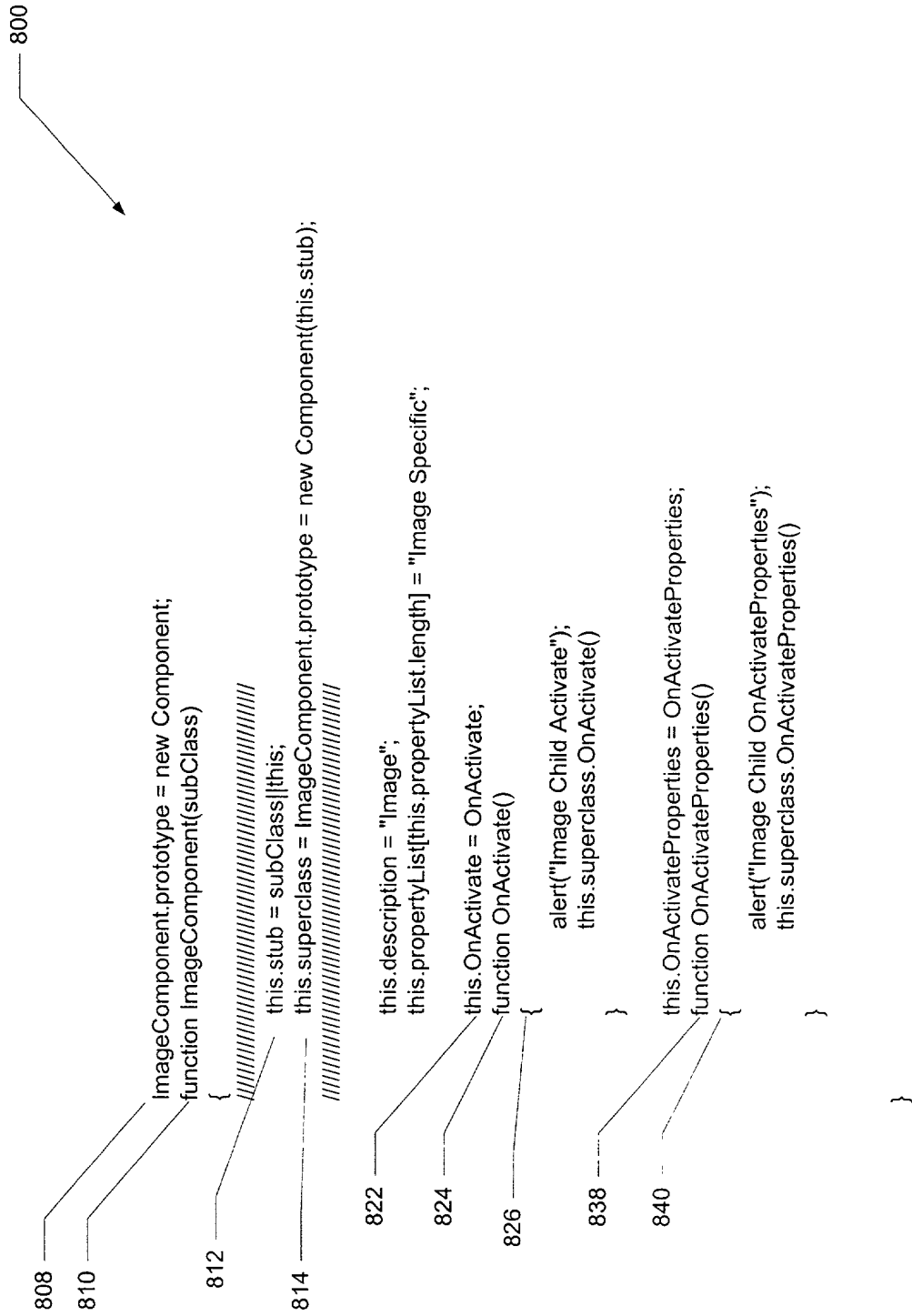


FIG. 15B

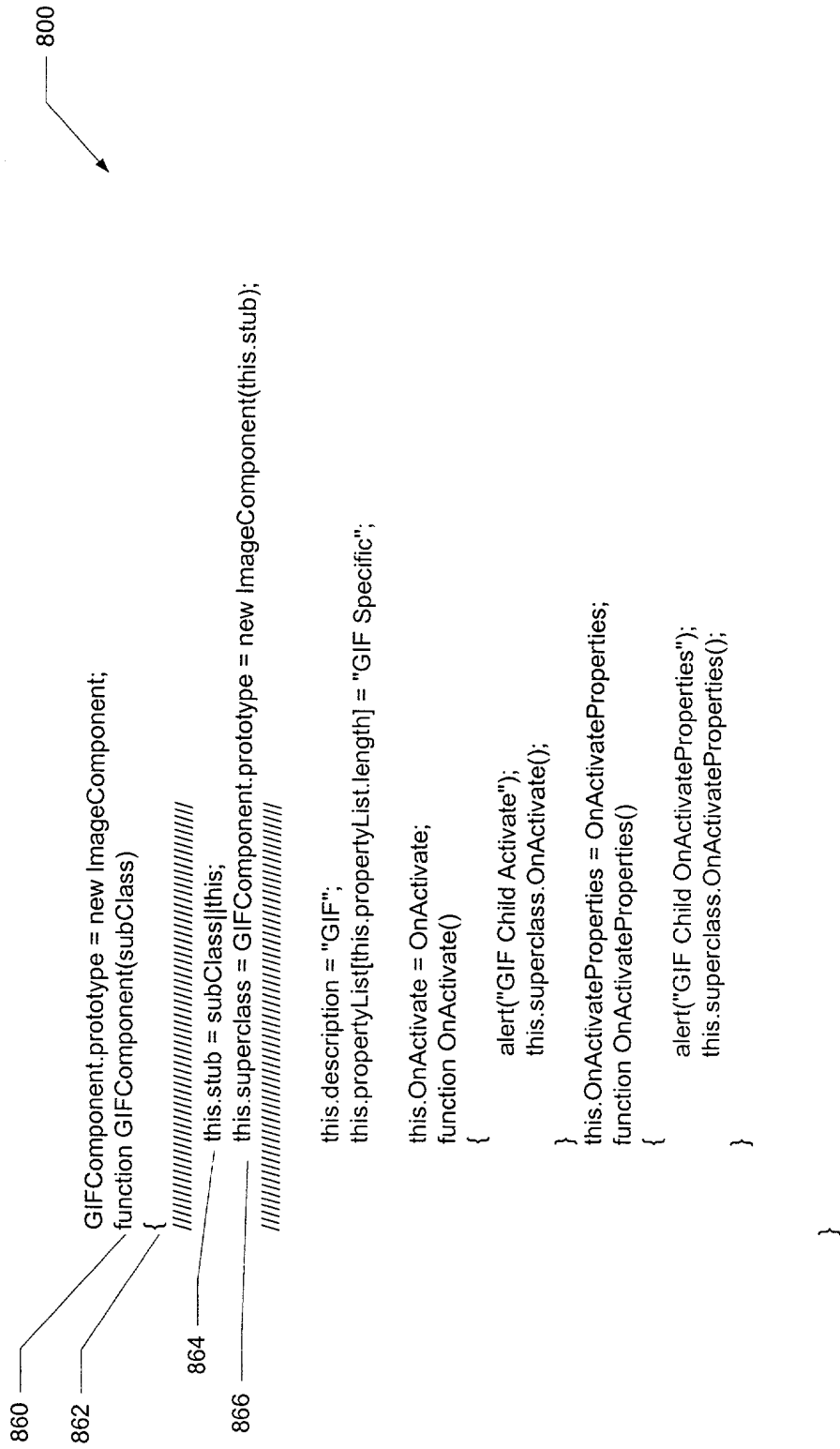


FIG. 15C

800

```
870 GIF89Component.prototype = new GIFComponent;  
      function GIF89Component(subClass)  
872 {  
      //  
      this.stub = subClass||this;  
      this.superclass = GIF89Component.prototype = new GIFComponent(this.stub);  
      //  
      this.description = "GIF89";  
      this.propertyList[this.propertyList.length] = "GIF89 Specific";  
  
      this.OnActivate = OnActivate;  
      function OnActivate()  
      {  
          alert("GIF89 Child Activate");  
          this.superclass.OnActivate()  
      }  
      this.OnActivateProperties = OnActivateProperties;  
      function OnActivateProperties()  
      {  
          alert("GIF89 Child OnActivateProperties");  
          this.superclass.OnActivateProperties()  
      }  
  }  
}
```

FIG. 15D

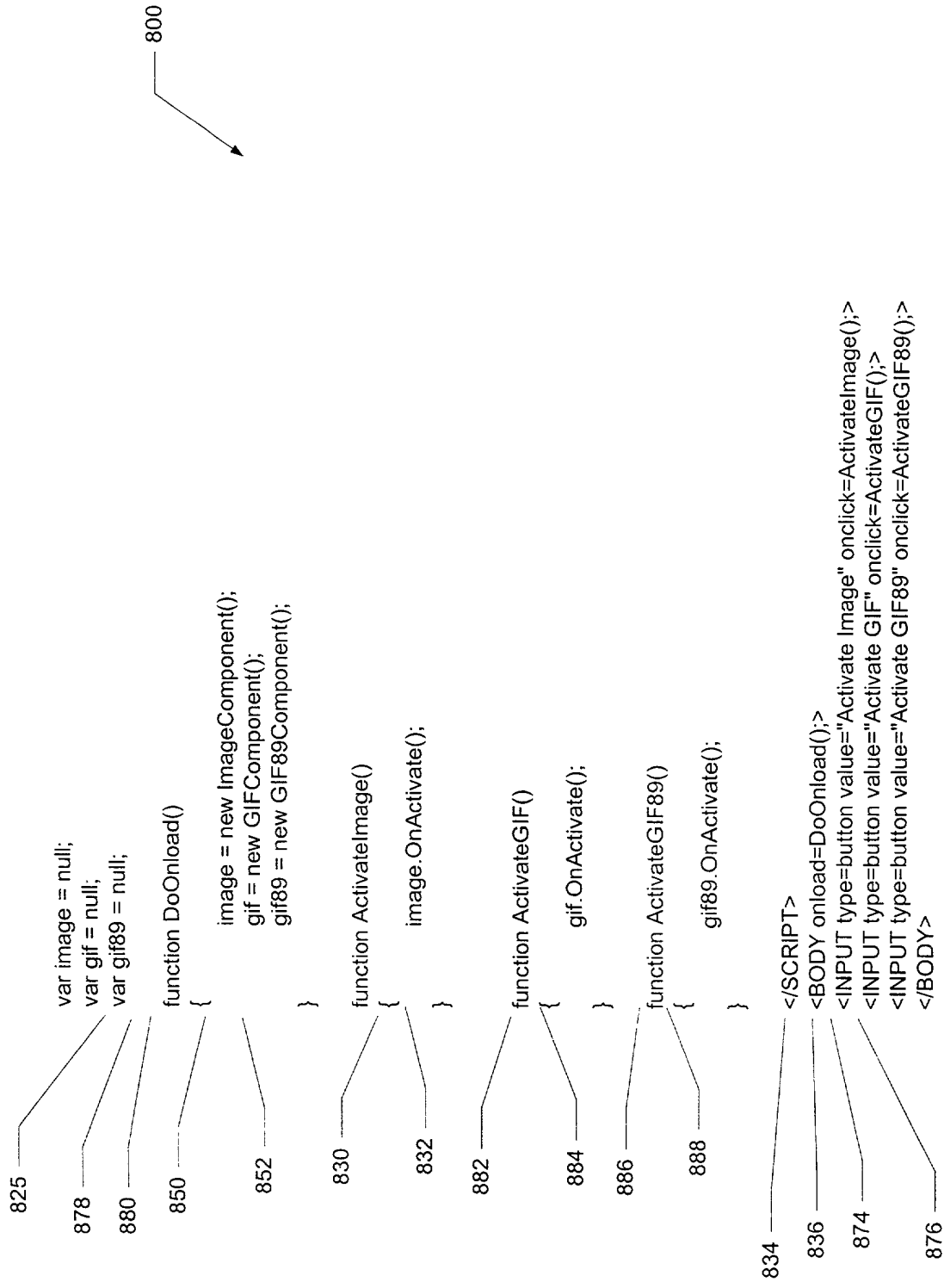


FIG. 15E

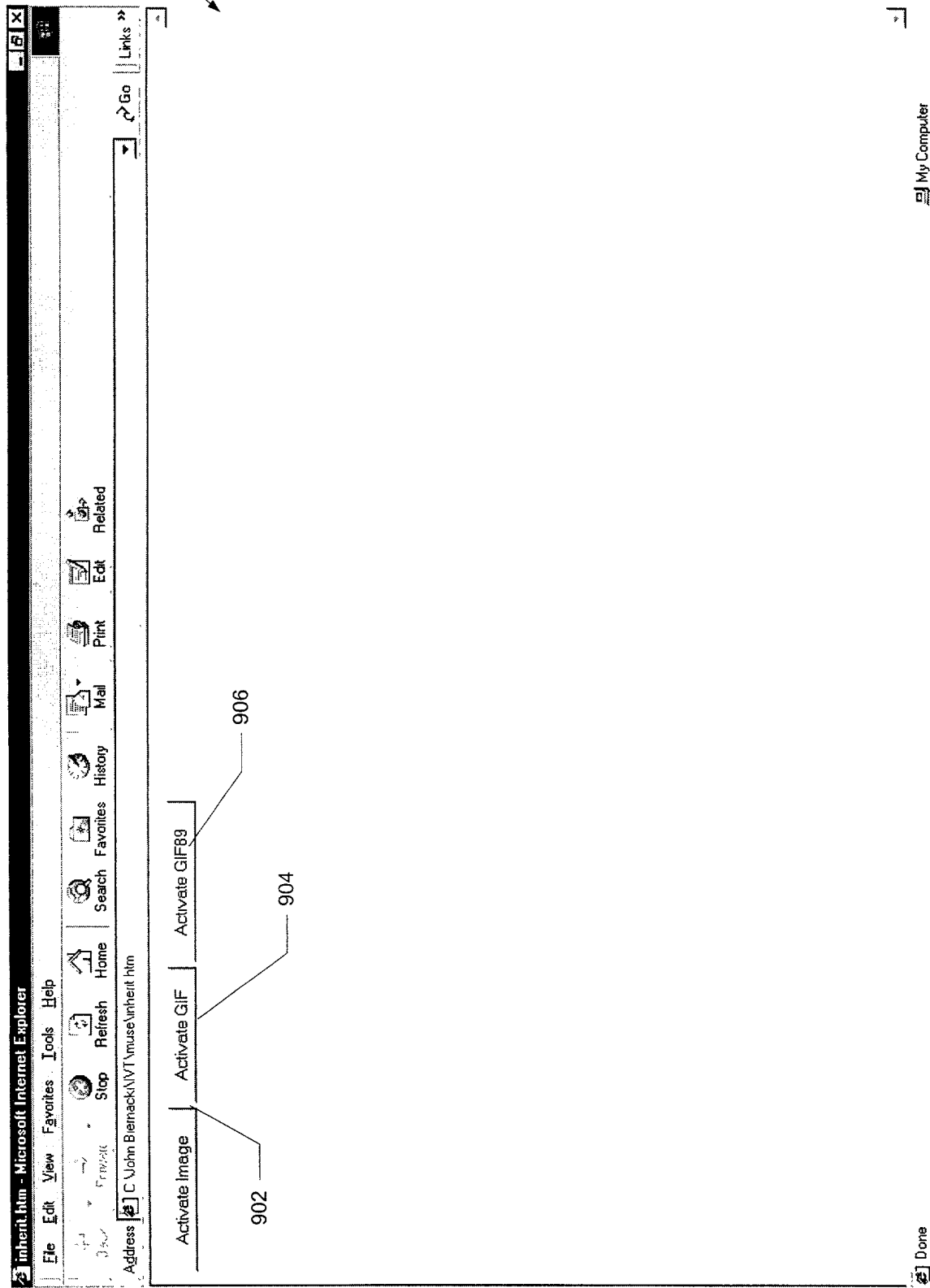


FIG. 16A

data: 4452650

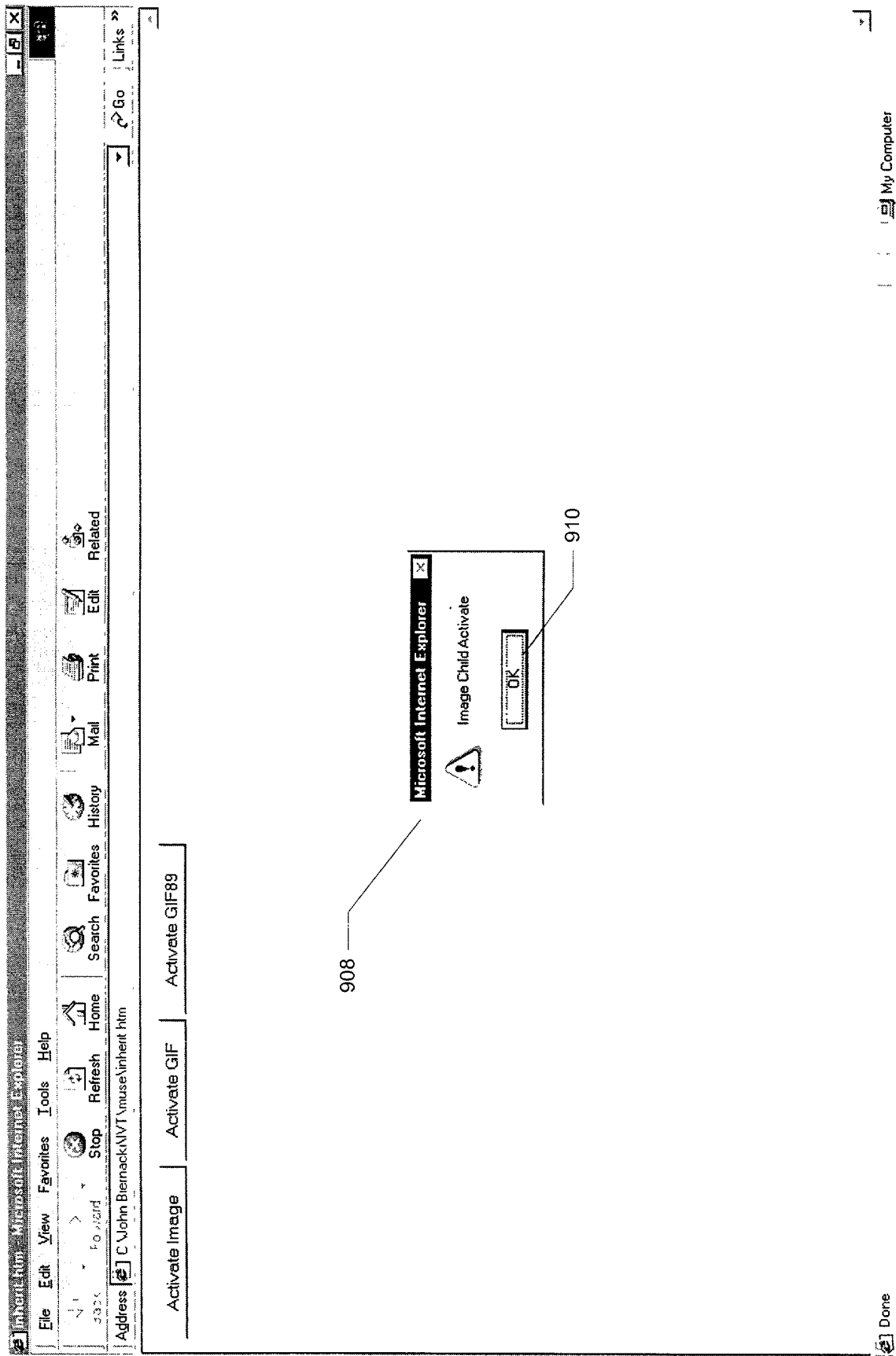


FIG. 16B

202210 / 255250

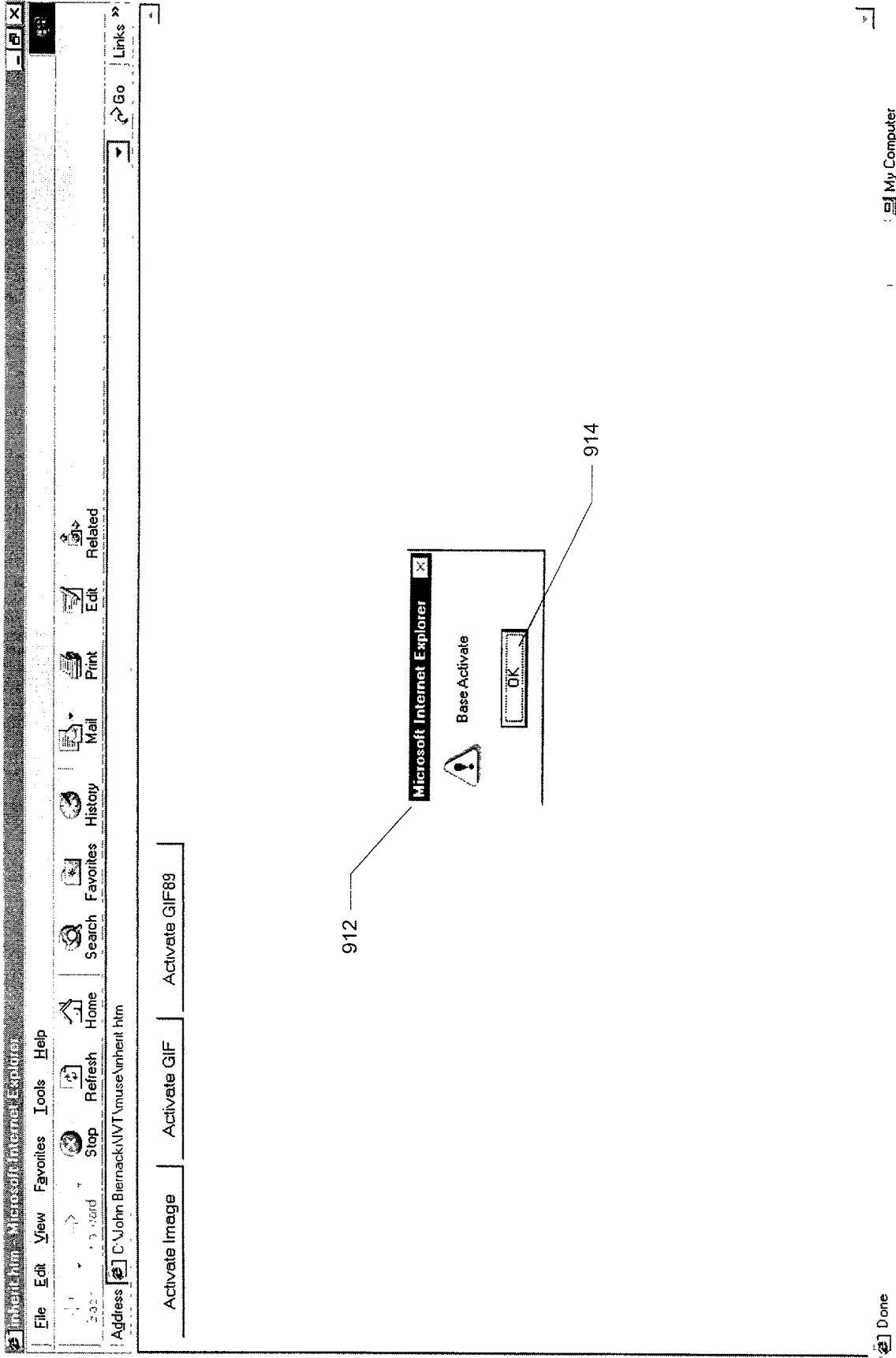


FIG. 16C

202210" / 4592650

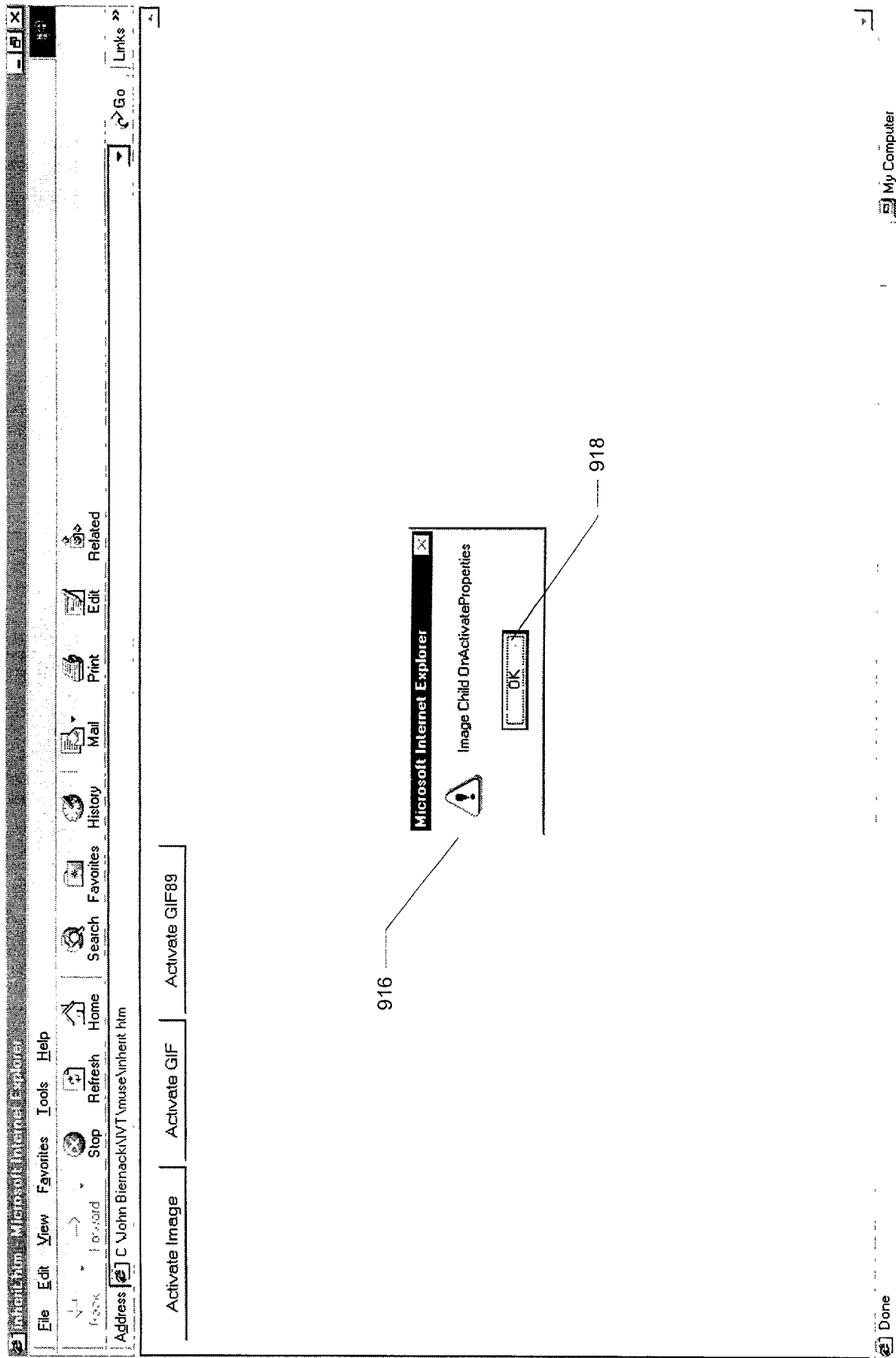


FIG. 16D

data" / 662660

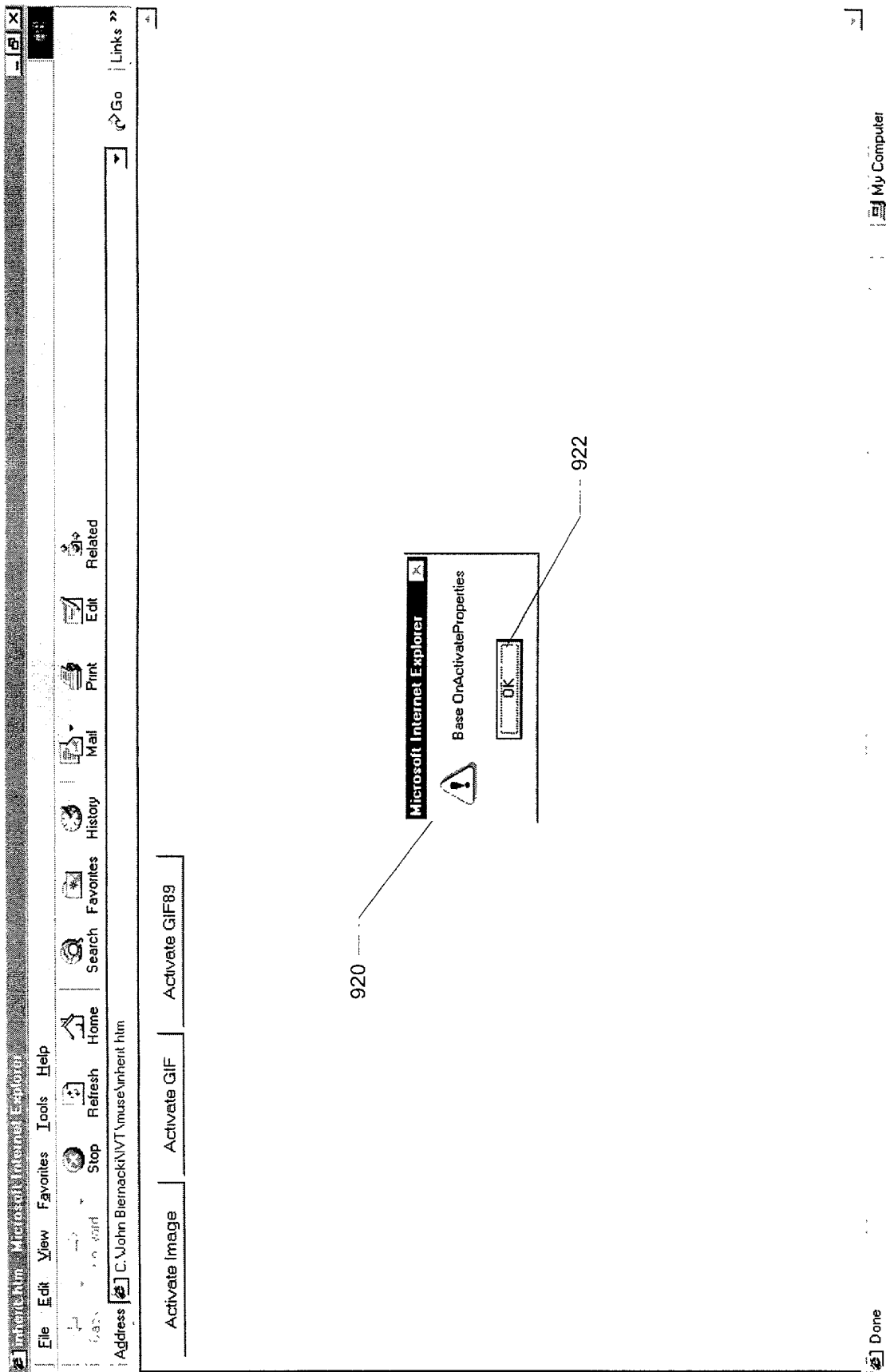


FIG. 16E

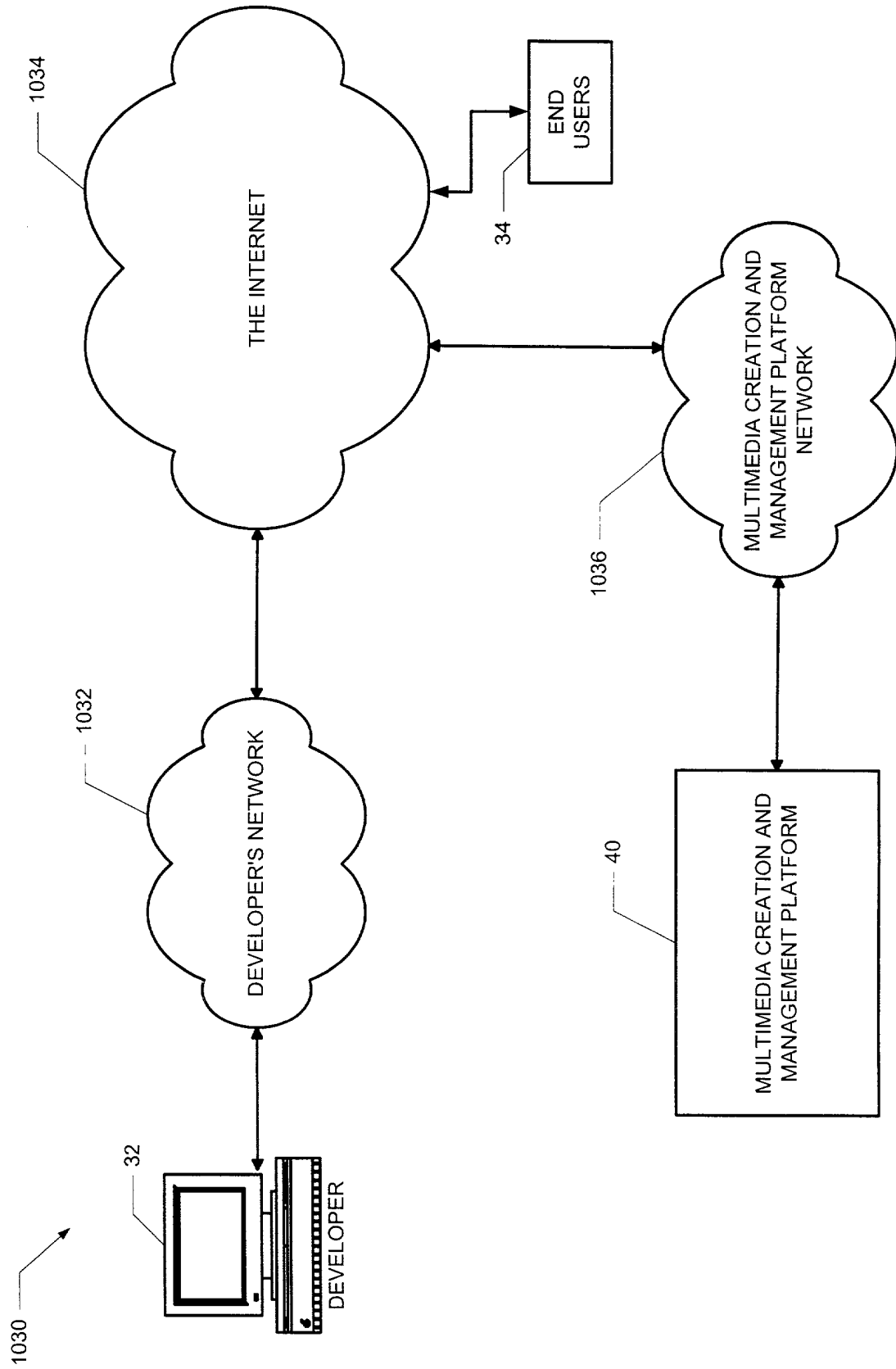


FIG. 17A

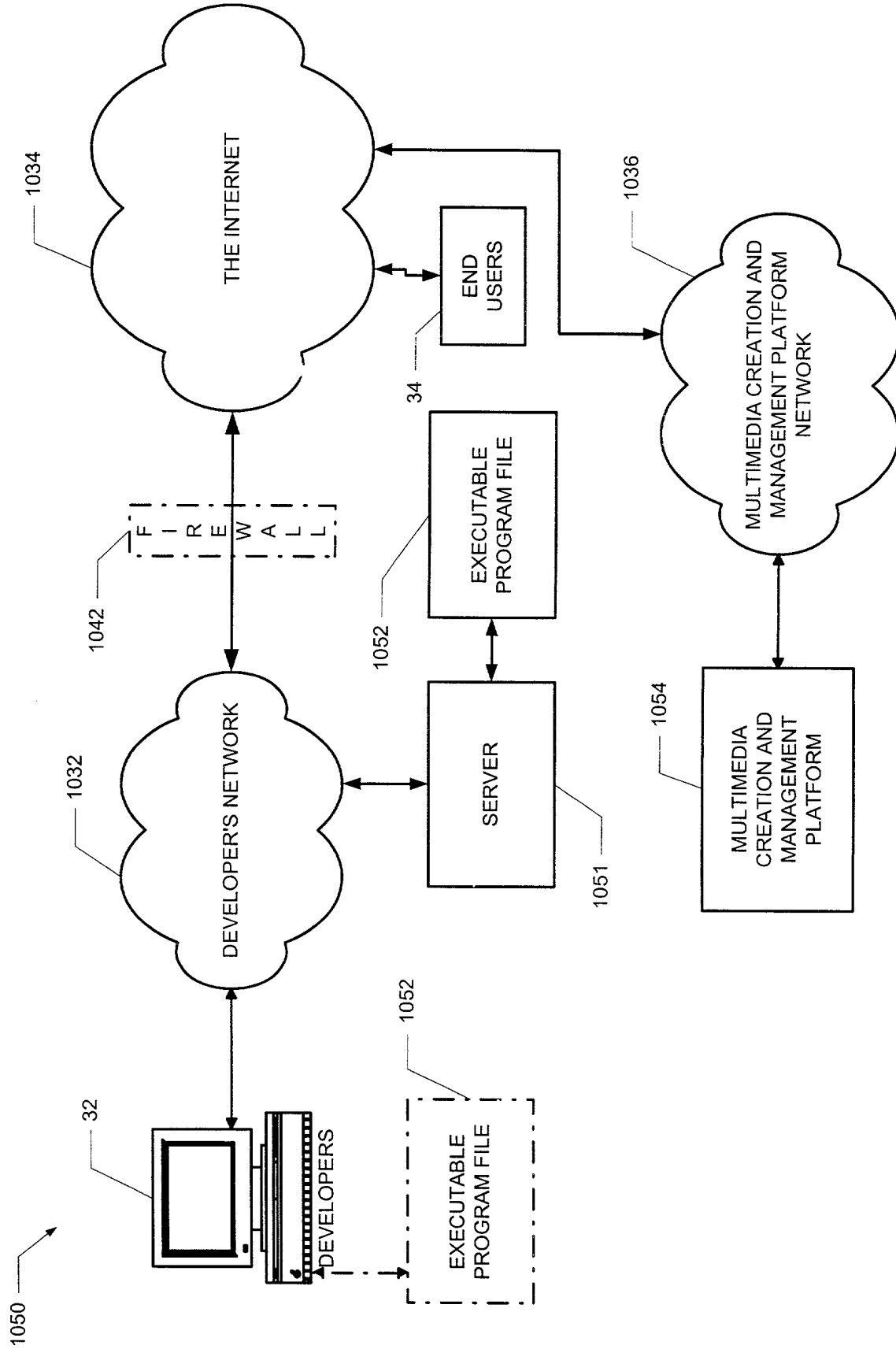


FIG. 17B